THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

ISSUE 9
JULY 96

SEGA No.1 FOR SATURN

£2.75

The ultimate blast 'em up returns – and it's twice as good as the original!

VIRTUA COP 2

E3 SHOW INSIDE!

SATURN INTERNET CONNECTION

SOVIET STRIKE

EXHUMED

VIRTUA FIGHTER KIDS

SONIC X-TREME

Takes 3D gaming to the limits! We talk to the creator!

UNVEILED!

The Saturn's new 3D controller! See page 59!

07
9 771360 942019

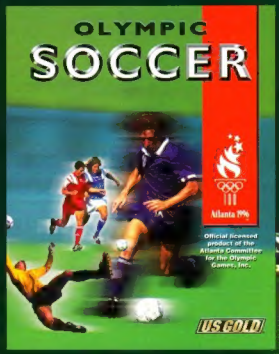
PLUS! BUG TOO DUKE NUKEM 3D OVERKILL SPACE HULK MICRO MACHINES AND MORE!

live the spirit

A football game lives or dies on the strength of its gameplay. You can have the best graphics and sound in the world but if the game doesn't play football then forget it! Olympic Soccer however, has everything.

- *Compete against 32 teams from around the globe*
- *Full Olympic Games tournament and Arcade mode*
- *Unique commentary by radio commentator Alan Green*
- *1 to 4 player simultaneous breathtaking action*
- *Super smooth motion-captured animation*
- *Technically advanced Real-Time 3D Engine*
- *18 playable TV-style camera views with action replays viewed from any angle*
- *3D player and object polygon modelling offering over 20 moves*

Olympic Soccer excels in the playability stakes, it combines speed & skill control with breathtaking end-to-end action.



PLAYSTATION™
SEGA SATURN
PC CD-ROM

Available Summer '96



Official Licensed Product of The Atlanta Committee for the Olympic Games, Inc. © 1992 The Atlanta Committee for the Olympic Games (ACOG). All Rights Reserved © 1995 U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 0121 625 3366. U.S. Gold is a registered trademark of U.S. Gold Limited. All Rights Reserved. Silicon Dreams is a trademark of U.S. Gold Limited. All Rights Reserved.
"PlayStation" and "PlayStation" are trademarks of Sony Computer Entertainment Inc." SEGA and SEGA Saturn are trademarks of SEGA ENTERPRISES, Ltd.

US GOLD

the fusion of


AUTHENTIC
OLYMPIC GAMES
100
Atlanta 1996
COLLECTION
SCOTLAND
speed, strength & skill

SEGA SATURN MAGAZINE

contents

PREVIEWS

IREM ARCADE CLASSICS 16
SEABASS FISHING 18
STAR FIGHTER 3000 20

REVIEWS

LOADED 62
NEED FOR SPEED 64
SHOCKWAVE ASSAULT 66
BIG HURT BASEBALL 68
BLACKFIRE 70
PRO PINBALL 72
WWF 74
STRIKER 76
VIRTUAL OPEN TENNIS 78
GHEN WAR 80

















REGULARS

NEWS 06
Full E3 show report featuring loads of top new releases!

LETTERS 24
Look, it's not our fault, we just work here.

Q&A 26
Your chance to quiz the people at Sega!

TIPS 88
Access a secret character for Mortal Kombat 3! play as Juggernaut!

OUT NOW 92
Don't buy anything until you've read this!

COIN-OPERATED 94
Sonic Fighters, and Dead or Alive!

NEXT MONTH 98
Loads of good stuff for next issue!

PLUS!

Win a stereo and copy of Loaded! 22
Full moves list and tips for Darkstalkers! 82



COVER STORY

VIRTUA COP 2 28

The big games of 1996 are already making their way over to these shores, and the first one to arrive is the awesome Virtua Cop 2! We've already playtested the game and are proud to bring you the WORLD EXCLUSIVE on the first playable version! So, is it any good? This is AM2 – the evidence speaks for itself!

SHOWCASES

SONIC X-TREME 32

Sonic steps into the spotlight once again, and prepares himself for an attack on the Saturn! Unveiled at the recent E3 show, this 3D adventure is still in its initial development stages, but already looks set to dominate the charts this Christmas! We bring you a look at the first shots.

VF KIDS 34

Virtua Fighter 2 goes pint sized this month as VF Kids invade your console! All the moves that you're used to in Virtua Fighter 2, except they've gone all cute, are a bit faster and they're loads easier to do! AM2's most bizarre offering to date!

EXHUMED 40

Fed up of waiting for Doom? Well, you won't have to wait much longer, because in just under a month, Sega are releasing their very own Doom-a-thon, entitled Exhumed, and what's more it does things that you would never have thought possible on the Saturn!

KONAMI FEATURE 42

Konami have been fairly quiet on the Saturn up until now, but they have loads of top titles lined up for release this Autumn. We took a trip down to their Chicago headquarters for an exclusive peek at things to come!

FIGHTING VIPERS 48

Development pics arrived just as we went to press, and prove that FV will be completely brilliant!

TO BE THIS GOOD TAKES AGES 50

Before the Saturn, there was the Megadrive. Before the Megadrive, there was the Master System, and before that, well, there wasn't much at all. But Sega haven't always programmed games for their own systems, because they didn't always have a system to program for. Rad puts on his Victorian bloomers and takes a look at what people used to do for video game entertainment in the old days.

SPACE HULK 52

Anyone who's ever been into Games Workshop will already have heard of Space Hulk – basically, it's a game where you get to kill loads of different creatures in an incredibly gory manner. Which is why it's ripe for video game conversion. We take a look at how the Saturn conversion is shaping up.

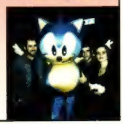
NiGHTS 58

Sega's star programmers at Sonic Team are storming ahead with project NiGHTS, and this month we can bring you more shots showing off their progress! At less than 50% complete, NiGHTS is already one of the most impressive titles ever seen on the Saturn, both graphically and play-wise. Prepare yourself – the final version is only a month away!

SEGA SATURN™ NEWS

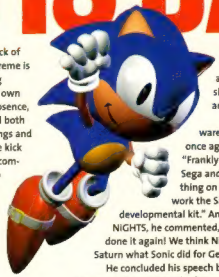
THE BIGGEST SHOW IN THE WORLD...EVER!

What can I say? I've just returned from the E3 show in Los Angeles, the biggest video games exhibition in the entire world and the sheer volume of new Saturn games on offer was incredible! I got to see the first Saturn versions of Virtua Cop 2, VF Kids and Sonic X-treme, plus the technically astounding VF3 (which drew huge crowds throughout the show), the Saturn internet connection kit and tons of other new titles, which you'll be able to read about further in the issue. Probably the most exciting announcement made at the show was that the Saturn's price is dropping yet again to just £199. Believe me, this Christmas' video games war is going to be very interesting indeed! In the meantime though, just take a look at all the brilliant new stuff in the issue!



Sam Hickman, Editor

SONIC IS BACK!



Yep, as reported in our last issue, Sonic is about to make a comeback of gigantic proportions! Scheduled for a Christmas release, Sonic X-treme is already up and running and true to previous Sonic releases is looking absolutely great! To celebrate his born-again fame, Sonic held his very own party in Los Angeles at theme bar, the House of Blues. Despite Tails' absence, all the other Sega big wigs were there including members of AM2, and both Sega America and Sega Europe heads. Sonic helped dole out golden rings and Sonic tattoos to the partygoers and Sega's American CEO Tom Kalinske kick started the proceedings by performing a blues-brother-esque dance (complete with hat and dark glasses) and making an extravagant speech to frenzied American partygoers (cue excited yelps of "Way to go, Tom!" Yaaaay, Sega!" and "We love Soooonnnicccl" from the entranced audience).

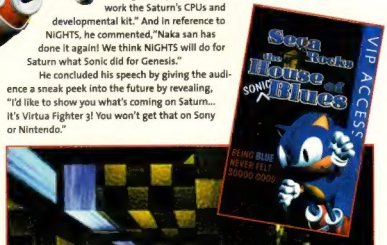
Kalinske made many claims throughout the evening, but it was clear to audiences that Sega's mission statement proved that 1996 will be an aggressive year for them. Kalinske announced, "We want to be the leader in the world of interactive entertainment in and out of the home. We are going to win the hi-tec console war by this Christmas both here in the US and abroad. In the future we will have a Sega product in every home. We will sell more than 1.5 million units this year to bring the domestic base to over 2.1 million units ... this means 32 bit Saturn sales are on a faster track than 16-bit was when we first introduced it in 1990!



He then went on to talk about the Saturn's internet connection kit, something Sega clearly have high hopes for. "This truly could be considered as the infamous under $500 computer everyone's talking about. A key reason why Saturn will win the advanced technology platform war." Apparently network games are already in development for the netlink, with around ten games being made available by Christmas. Developers already signed up are GT, Westwood studios, Interplay and Accolade.

Kalinske then went on to talk about the software that will be available for Saturn this year, and once again set a high standard for the machine's games. "Frankly the software you'll see on Saturn this fall for Sega and the third party community will blow away anything on Playstation because we are all learning how to work the Saturn's CPUs and developmental kit." And in reference to NiGHTS, he commented,"Naka san has done it again! We think NiGHTS will do for Saturn what Sonic did for Genesis."

He concluded his speech by giving the audience a sneak peek into the future by revealing, "I'd like to show you what's coming on Saturn... It's Virtua Fighter 3! You won't get that on Sony or Nintendo."





EVE OF THE E3 SHOW

Sega announce that their competitively priced machine ($249) combined with the best games will win them the console war this Christmas.

*For more Sonic news turn to our special Sonic feature on page 32.





SEGA TEEVEE!

As part of their world domination plan, Sega have also unveiled a new trade trailer of Sonic X-treme for broadcast in the US. The ad features none other than a very disgruntled Mario taking a look at the new Sonic game and becoming very exasperated indeed at the general quality and 3D-ness of the proceedings. Luigi calls him an "idiot" and wonders just how Mario ever got himself into games in the first place! The ad then focuses on the mock Mario's face as he pronounces "Sega scream" in a very meek voice. Don't expect to see this ad over here though – Sega Europe have their own plans this autumn.

HOW THE PRICE WAS DECIDED

The Sony Playstation's price drop came as a surprise to everyone at the show, although Sega had heard rumours before the show that this could happen. A cross-continental meeting was immediately set up via telephone between Sega America representatives and Sega Japan, and the final announcement of a $199 Saturn was made at 6am American time on Friday, the second day of the show. A spokesman for Sega's Tom Kalinske commented, "This pricing action has always been part of our overall strategic plan". Angela Edwards, Sega's manager of Public Relations said, " The bottom line is we don't want the price point to determine the game player's choice of a system. Let's don't play penny games. We want consumers to know it's the game that determines which system is better and nothing else matters."

Luckily, the decision was undertaken by Sega Europe to follow in the US's footsteps and bring a £199 pricepoint to the UK too, meaning that the machine has now broken through the "magical" £200 price point that most retailers believe is needed for the machine to go mass market. To us, it seems impossible that either of the machines will drop again in price, so from now on, at least the console war will be fought on an even footing – with the focus being more on what really matters – the games!

VF3 WOWS THE PUNTERS!

One of the most exciting attractions at the show was the unveiling of Virtua Fighter 3 on the Sega stand. This was the first time that anyone had seen the demo outside of Japan, and it attracted huge crowds throughout the three days of the show. In fact, Sony had rigged up a huge video wall to show off their wares, which was placed almost parallel to the VF3 screen, and everyone in the crowd turned their backs on it to watch VF3 instead on a screen that was around fifteen times smaller!

The demo was running off an actual Model 3 board and scrolled through several of the characters, including Jeffry, Pai, Lau, Jacky and the new character Aoi. Almost everyone who saw the demo said it was the most amazing thing they had seen at the show, and some of the effects on the characters were absolutely breathtaking. For instance, the movement on Aoi as she performed a traditional Japanese dance was completely fluid and was topped off by realistic facial movements and a costume that flowed and moved with the character, rather than looking like "cardboard" clothes. As for the other characters, their movements were incredibly fast and the detail is much more intricate than in the last two versions.

At the time of writing, there were no playable versions of the game up and running, but it is thought that the first playable version should be unveiled by AM2 within the next few months. However, playable or not, the demo proves just how powerful the Model 3 board is – if people were astounded by this demo, imagine what they'll be like when the final version arrives!







STOP PRESS!

At Sega's house of blues party, Tom Kalinske announced that Virtua Fighter 3 will be coming to the Saturn! He didn't give a precise release date (and who could blame him seeing as the Coin-op version isn't even finished yet) but it's thought that it may arrive in the early months of 1997. More news as and when!

SEE THE WORLD!

As predicted by SEGA SATURN MAGAZINE some months ago, the internet connection facility for the Saturn was finally unveiled at the E3 show! The Sega Saturn Net Link, a modem and browser peripheral brings the internet to the Saturn and allows you to get on-line via the TV. This means that when the peripheral is launched, every Saturn owner will have the chance to use the world wide web service, email and they'll also be able to play specially created network games (among them Baku Baku Animal and the rumour of Command and Conquer).

The actual peripheral is a 28.8bps speed modem, combining a net browser, which will go on sale in the States this autumn for $199. A UK release date is yet to be confirmed.

The actual package plugs into the cartridge port of the Saturn, and included in the package is CD-based HTML software that allows the Saturn to access internet sites. At the moment, the add-on will be able to utilise a standard PC board via the use of an adaptor, although Sega will be bringing out their own keyboard and mouse shortly after the peripheral is launched. For those without the access to a PC board, Sega have created a virtual keyboard and a space magnifying function so that users will be able to send email and look at information on screen at the size they require, rather than having to squint at tiny text on a screen.

When buyers decide to go on line they will receive one month's worth of free service, then in subsequent months, the fee will be from $19.95 every month.

There were plenty of chances to test the peripheral out at the show, and information retrieval was fairly fast, but more than that, it was really easy to use. In fact, the only problem we can see with the system at all, is that due to the Saturn's memory capabilities, it will be nigh on impossible to store information, although there are rumours that Sega are developing a disk drive for use with the peripheral. Other than that, a spokesman for Sega at the show said that they were also utilising a "bookmark" system whereby users can return to the information they require as soon as they're on the net, which again, would go someday to solving the "memory" problem. Anyway, as we said, there's no release date planned for this one in the UK at the moment, but Sega are hoping to get it on sale before Christmas of this year, at a price to be confirmed.







NEW CONTROLLER UNVEILED

Revealed at the show was a new analogue joypad, specifically designed for use with 3D games. The as yet untitled controller features the usual directional pad plus six buttons, but also has a rollerball d-pad placed above the usual d-pad. This makes it much easier to play 3D games such as NiGHTS and the forthcoming Sonic X-treme, and after the initial minutes that it takes to get used to the control system, it proves to be a completely natural way to play any 3D game. It's likely that the pad will go on sale at the same time as the UK version of NiGHTS – which with any luck should be September 5.

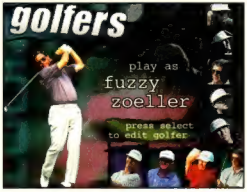


GOLF ANYONE

Saturn owners missed out on last year's conversion of PGA, as at the time EA weren't converting titles for the Saturn. But luckily, golf fans will have no cause for concern this year as the legendary PGA will be making its way to Saturn in the closing months of this year. Yep, so it's goodbye to all those cacky golf sims that you've had to put up with in the last year, and hello to a top quality game (hopefully). Anyway, it seems that people were a bit disappointed with last year's PGA, so the engine has been overhauled for this game too, so you can expect to see something a bit different this time.







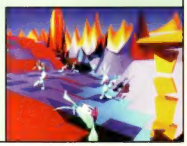
BUBSY GETS ON THE BANDWAGON!

If you were an avid Megadrive fan, you'll probably remember Bubsy – he appeared in two platform games a couple of years back and enjoyed minor success son most 16-bit systems. Well, anyway, he's back and as is something of a prequirement in these days of 32bit gaming, he's in his very own 3D game. Yep, although the main sprite looks exactly the same as he did in the Megadrive titles, the game has changed incredibly, with all of the action taking place in a 3D environment.

At the moment, the game is still in the very early stages of development, but there was a playable version up and running at the show – the character runs around a series of flatly coloured environments, jumping on enemies and picking up bonuses – much in the same way as Bug, although it has to be said that Bubsy is in no way comparable to Segasoft's game at this moment.

Anyway, with a lot of development time still ieft to go, it's quite possible that Accolade will turn out a good product by the time the game's ready for release, but with titles such as sonic on the way and as Accolade don't actually have a UK office, it will probably be released through Warner this Autumn.







BUG'S BACK FOR MORE!

Another of Sega's high profile projects unveiled at the show was Bug Too!, the sequel to Sega's hugely popular platform game, Bug! We managed to catch up with Bug's producer, Steve Apour, and he informed us that there will be more emphasis on 3D play than in the last game and that they were also looking into the difficulty of the original title – and thinking of changing it for the sequel. We managed to get a quick playtest of the game, and true to their word, the developers down at Segasoft have certainly made more use of 3D, and the graphics look much more tidy too.

In this sequel there's a choice of three different playable characters – in addition to the original Bug! character, there's a seventies big hair loon type by the name of Superfly and there's a little maggot dog too. They all have different strengths and weaknesses as you'd expect, although you don't have to choose a particular character to get through a specific level.

Anyway, Bug Too! is loads more in-depth than the first game, and looks pretty stunning graphically, even though the title is barely more than 20% complete. In fact, it's not even due out over here until around December, so it's likely that coverage on this one won't begin until later in the year.

DAY ONE OF E3

Sony hold a press conference, and announce they are slashing the price of Playstation hardware from $299 and £299 to $199 and £199 in the UK.

SCAVENGER STYLE

Once again, Scavenger proved a force to be reckoned with, showing off a whole bunch of titles – all of them Saturn bound over the next year. Amok and Scorcher are still yet to be finished, although both should be out by summer, but it seems that Scavenger have even more impressive stuff on the way. Probably the most stunning title on offer was Into the Shadows, a 3D slash 'em up adventure (not Doom style) with huge sprites and a very dark feel to the proceedings. A playable version was up and running at the show and proved to be incredibly smooth and pretty fast too. A running demo is also apparently available on Scavenger's web site, so if anyone's on line they can get a sneak preview of things to come.

Also on show was Tarantula, a game which obviously features a giant spider as its main attraction. Again, huge sprites were displayed and the motion of the arachnid was very realistic indeed. A small demo was playable which allowed you to test out the spider's pouncing motions as well as exploring the environments, and although plenty of other developers also seemed to be using spiders in their games, Scavenger's effort was easily the most impressive.

Terminus and Aqua were the other products on show, the former was a roiling demo of a bondage-clad woman in yet another dark setting – looking pretty good even though it's an early version. The latter is quite difficult to define at the moment, but is set underwater and features some amazing translucent effects. We should be able to get hold of more information on both of these products within the next month.











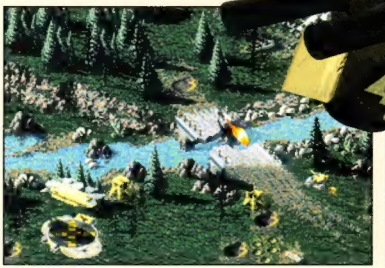
RULE THE WORLD!

Displayed on both the Virgin and the Sega stands, was the very first version of Command and Conquer on the Saturn. As anyone with a PC will no doubt already know, this was the biggest selling game in Europe in 1996, and has won numerous awards (not to mention a bit of controversy over its notorious ad campaign) for its in-depth gameplay.

The game is strategy-based, with the aim being to conquer lands with the help of your expert army. After building up your manpower, you can assign them certain tasks which they'll then carry out right down to the last order, using various weapons to get the job done. There's plenty of cut scenes to spice the action up and you can play either against other people or against the computer – opponents will also be attempting to claim the land as their own. Anyway, it's' all a bit like Risk if anyone has heard of that, except that the action is much updated and loads quicker.

There's rumours that this will be among the first batch of games to utilise the Saturn's Netlink and it this is true, it could easily make this one of the best selling Saturn games of the year. Next month we should be able to get our hands on a playable version, and with any luck we'll be bringing you a showcase on the game.





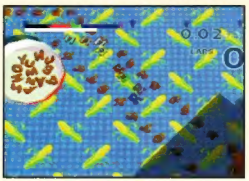
MICRO MACHINES RETURNS!

Top Megadrive developers Codemasters signed a deal with Sega (just before the E3 show) which allows them to publish all their top titles on the Saturn! At the moment, it seems as though Micro Machines and Sampras Extreme tennis will be making their way to the Saturn in the next few months, although Micro Machines was the only product available to playtest at the show.

Although the programmers decided to utilise 3D for the latest version, it was good to see that all the brilliant playability from the last three versions was still evident in the game – in fact it remains almost identical in terms of playability where the races take place in different rooms of a house, plus levels out in the garden and around the toilet rim. However, it differs from the 16-bit versions in that the races are played over different screen levels, with huge drops in between sections of track and multi-angled viewing.

There's no doubt that Micro Machines is going to be a huge hit when it's released this Autumn, although it has to be said that the programmers have a huge amount of development time to catch up on – the game is already playable on the Playstation and Codies are hoping for a simultaneous or as near as possible release for Saturn. Look out for a showcase within the next couple of months!







TIME ATTACK FINISH!

At last! After six months of ceaseless rally driving, our Sega Rally Time Attack co[illegible] you[illegible] th[illegible] to[illegible] alc[illegible] — [illegible] be[illegible] and in any more c[illegible]s w[illegible] furniture upside down to confuse you.

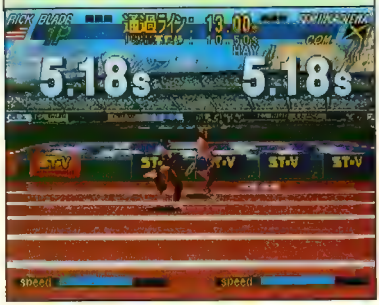
DEM BONES

Another title deep in development from Segasoft is Mr Bones, an adventure game featuring a skeleton. In his normal stringy state, Mr Bones is a pretty useless kind of guy, but by rearranging his bones in all kinds of inventive ways, he can do things he would previously only dreamed about! Part of the game was playable at the show, although there's loads of development time left to go on this one – in fact it's unlikely to see a release until the closing months of this year!



ONE TO WATCH!

A couple of months ago we brought you shots of the then in-development version of Decathlete, an arcade title developed using the ST-V board. Well, the game is nearing completion and should do really well, as it's released in time for the Olympic Games. More exciting though is the news that the Saturn version will appear in Japan almost simultaneously and should be in the shops by mid-July. There's also plans to release the game in Europe in a couple of months time, and work has already begun on a PAL conversion. So, you can definitely expect to see a showcase on the title in our next issue.



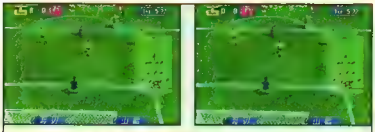


FORMER SOVIET UNION SEES STRIKE

One of the most impressive, yet underrated games at the show had to be [illegible] which [illegible] the classic game of [illegible] [illegible] [illegible]

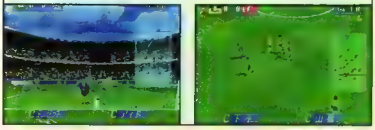
DAY THREE OF E3

Sega Europe are still undecided over the pricepoint of the UK Saturn. There's talk of pack-in deals at £249 and a standalone at £199, but no decision is made.



MORE SOCCER FOR SATURN!

Worldwide Soccer has been around on the import scene for a couple of months already under the name of Victory Goal 2 – but hey don't let that put you off, this is way better than anything in the first game! In fact, by all accounts, this could just turn out to be the footie game of the year – the graphics are brilliant, the gameplay beats the pants off anything seen on any other system, and even better, Sega are hoping to have it released in this country in time for Christmas! Work on a PAL conversion has commenced, and it should be a pretty easy task, as it's unlikely that the gameplay will change much – any alterations will probably involve the teams more than anything else. Anyway, we can't bring you much info on this one at the moment, but believe us, the is going to be absolutely huge come Christmastime!

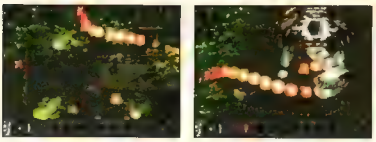


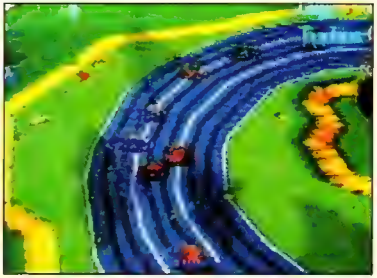
CONTRA GETS CONVERSION

Remember Probotector on the Megadrive? It was a huge hit for both Megadrive and SNES, and in a fit of brilliance, Konami have decided to convert it to the Saturn too! And, while the graphics are much more detailed than any version seem before, the gameplay remains as riveting as it ever was, and Konomi have also decided to include a special 3D option which requires the player to wear special 3D specs (included with the game). It's difficult to say how well this option will work, but hey, if you don't like it, you can always turn the option off and play the game as normal! Expect to see more on this one over the coming months.



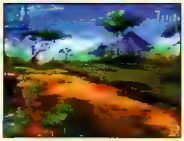






STREETRACER BLASTS ON TO SATURN

Following Ubisoft's 16-bit hit with Streetracer, the French development company have decided to port the game across to the Saturn. The cartoon-based racing game will feature improved graphics and will even utilise and eight-player split screen option, something which was unfortunately unavailable for playtest at the show. This is scheduled for an Autumn release and provided the multi-player option is up to scratch, it should prove very popular.





WORK FOR SEGA

Enthusiastic games players required for vacancies in the software evaluation department. Applicants must live in the London area and be aged 16 or over. An ideal opportunity to get started in the video games industry.

NO PHONE CALLS.
Send CVs to:
J. Cumber batch. Senior Test Manager.
Sega Europe, 226-270 Gunnersbury Avenue, London W4 5QB.

POWER. CUT.



£199·99

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION.

SONY

PlayStation

DUKE NUKEM 3D

Distributors GT, fast becoming known as "the company with all the Doom games" have announced yet another first-person perspective shoot 'em up to add to their collection. Duke Nukem 3D, already released on other formats, was signed up for release on the Saturn at the show, and although there was no version of the game available to playtest, should do really well when it's released in the Autumn.

Although the game utilises a standard Doom engine, it differs from ID's games in that there's more blood, multi-layered levels, the game plays faster and the character can do things like go to the toilet and swear a lot. Obviously, the game will receive an 18 certificate in this country. But even if you're younger, you probably wouldn't want to miss it at around Christmastime when it's released!









BEEN PUT BAKU BAKU

Baku Baku Animal should finally be hitting the shops any day now, and will garner one for £29.99. Buy it now.



ONE WEEK LATER

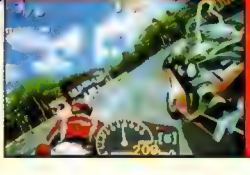
Sega announce that the UK Saturn's price will also drop to £199! Much dancing and jubilation is undertaken by anyone thinking of buying a Saturn!

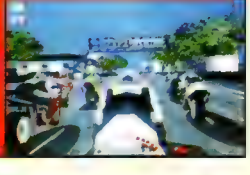


Hey! It's one of the bikes in Manx TT! You know, if you're really lucky, you might get to see the very first screenshots of this next month. Then again. You may have to wait a bit longer. It all depends.

WORK BEGINS ON MANX!

Although Manx TT wasn't revealed at the E3 show, some interesting news regarding the conversion





16-BIT GETS SONIC AND VIRTUA FIGHTER

Yes, you did read that right. Virtua Fighter will be released on the Megadrive! An announcement was made at the E3 show confirming that VF will appear on 16-bit this Christmas, although no version or screenshots were available at the time of going to press. It appears that Virtua Fighter will be renamed Virtua Fighter Animation and the graphics will be changed to more "Streetfighter" characters and will not utilise polygons. Anyway, if any of you still have a soft spot for 16-bit, you may want to check this out later on in the year.

As for the 16-bit Sonic game, Sega have done the Megadrive proud with an absolutely stunning adventure entitled Sonic 3D. Obviously, the game is completely 3D and although there's more freedom of movement, it plays in a very similar way to previous Sonic games. Another one due for a Christmas release, this looks as though it's Sega's "goodbye" to the Megadrive and already looks set to sell by the bucketload.



MANX MIX

Sometimer. In the our forward of putties SEGA SATURN MAGAZINE together the



HMV CHARTS

Week ending May 31, 1996

	Title	By
1	[illegible]	
2	[illegible]	
3	[illegible]	
4	Virtua Cop (game and gun)	Sega
5	NFL: Quarterback Club	Sega
6	X- Men Children Of The Atom	Acclaim
7	FIFA '96	Electronic Arts
8	Sim City 2000	Sega
9	D	Acclaim
10	Wipeout	Sega

SATURN MAGAZINE CHARTS

1	[illegible]	
2	[illegible]	
3	[illegible]	
4	Baku Baku Animal	Sega
5	Virtua Fighter 2	Sega
6	Panzer Dragoon 2	Sega
7	Sega Rally	Sega
8	Loaded	Gremlin
9	Gungriffon	Sega
10	Need for Speed	EA

READER CHARTS

Send in to: Sega Saturn Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember, a game to be won every month!

1	[illegible]	
2	[illegible]	
3	[illegible]	
4	Virtua Cop	Sega
5	Daytona USA	Sega
6	Euro '96	Gremlin
7	Panzer Dragoon	Sega
8	Wing Arms	Sega
9	X-Men	Acclaim
10	Mystaria	Sega

If you would like to see your chart features, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Anyone who has their charts printed will receive a game for their troubles!

IREM ARCADE CLASSICS

Games that wear flares!

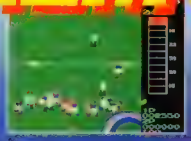
DEVELOPER	GAME STYLE	RELEASE DATE
Irem	Compilation	August
IT'S A BIT LIKE	Crumbly coin-ops of a long ago age.	
	Watching one of those Mass 'Em Laugh compilations of ancient Carry On and Tony Hancock sketches everyone thought were really funny in the Sixties.	

Old people tell you all sorts of lies about how much better everything was when they were young. You could leave your back door open, bread tasted better, the sunsets were redder etc etc etc. What they generally neglect to mention is that they were constantly burgled, ate bits of dead fieldmouse and watched distant cities burning brightly in the Blitz. Such is the seductive power of rose-tinted lenses. The same rules apply when talking about old games. Weary games hacks (ie – us) can ramble on for hours about how great all the ancient Spectrum titles are (especially Dave, retro games king), even the ones which were, even then, crap. One of the names which crops up unavoidably during these sessions is Irem. Irem are one of the biggest names in the old games biz, as they're among the longest-running software houses in the world. They're responsible for some of the famousest titles of the first flush of video games, producing innovative arcade machines such as Metrorun and R-Type along the way. They also obviously perpetrated the three titles on the first instalment of Irem Classics, a trip through history with the wacky folks from Irem. The games on offer here are Zippy Race, Ten Yard Fight and the legendary Kung-Fu Master.

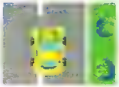
A lot of these date back about ten years or more, so as you can expect they're not quite on the cutting edge of polygon technology. Aah readers, but this is back when games were games featuring chunky colourful block graphics, not more than two buttons and the most baffling control system ever devised by your life. They're what your mum and dad think games are like.

So how did "the kids" electronically entertain themselves in years gone by? Why with racing games, sports games and beat 'em ups. Zippy Race seats you on a motorbike involved in an American coast to coast jaunt, driving up the screen avoiding the obstacles and other vehicles along your path. There are five stages which alternate between road racing and cross-country scrambling, so the roads between Denver and Chicago must be pretty crap), with on your fuel gauge to stand in the way of completing the run. Ten Yard Fight is surprisingly an American football effort. Not on the scale of John Madden or anything – you can't even pass the ball once you've completed kick off or whatever it's called. Indeed, you never play in defence either. Basically you either score a touchdown in the time limit and win or you don't. Of course there's more to it than that but not a lot. Kung Fu Master holds a special place in the memory of any die-hard gamer. The precursor to games like Streets of Rage. But with out any screen depth, KFM asks you to traverse a series of horizontally scrolling stages beating up thugs and knife throwers with a single punch, usually by avoiding snakes, dragons and bombs. Anything which only has five levels even considering bosses has to provide a decent challenge, and Kung Fu Master is famous for being rock.

As in fact are all the games on offer – the shortness of the content makes this essential and means there's no such thing as continues. The burning question is whether any one of them has stood up to the notoriously tricky exam set by Old Father Time. Well we'll tell you next month if you're good.

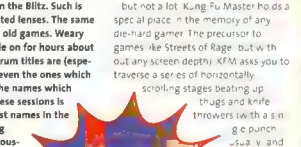


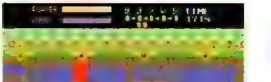


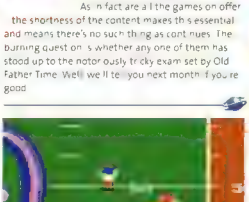


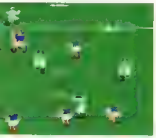


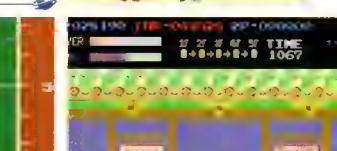






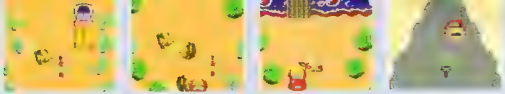






From tiny gaming acorns such as this did mighty software oaks grow. Honest.



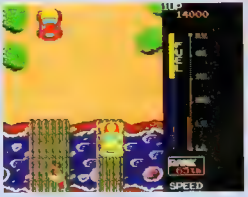


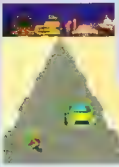
PREVIEW

ZIPPY RACE

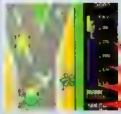
A wow in its day thanks to an innovative use of switching perspective As your bike approaches its destination the view changes from an above-the-action camera to a behind-the-player one, as you drive into the screen avoiding the oncoming motors

NOT AS IMPRESSIVE AS:	Sega Rally
BUTTONABILITY:	It sets only one button (accelerate)











You can just feel the pulse-pounding thrills in store for you in Zippy Race



The intricate plot details of Kung Fu Master are fully explained and brilliantly translated.

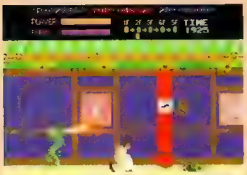


You can see the wealth of narrative invention from this complete look at the whole intro.

KUNG-FU MASTER

Guide your Bruce Lee lookalike through flat horizontal levels populated with judo blokes who sap your energy with their grabs. Kung fu throwers (who need all of two hits to kill), dragons and snakes which drop from the ceiling, floating bombs and rock hard bosses – and sometimes all of these at the same time. Don't wet your pants

	Guardian Heroes
	Two... one punch, one kick, but just use kick all the time – it's easier







TEN YARD FIGHT

Clever use of one central player surrounding by team-mates who stay in formation but follow your path, allowing the player to block the opposing defence with computer drones whilst running for that glorious touchdown. It also takes your snail-like quarterback about a hundred years to run a single lengthy yard

NOT AS IMPRESSIVE AS:	Joe Montana American Football on the Master System
BUTTONABILITY:	A mighty two buttons, one for the kick-off and another to pass to your running player or shake off opponents who grab your shoulders.





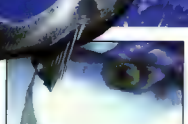


SEABASS FISHING

	GAME STYLE	RELEASE DATE
JVC	Sports sim	July
	The hunting method and popular pastime	
IT'S A BIT LIKE...	Well, err, sitting on a boat getting a suntan. Except fishing as well.	

And I'm telling you, it was this big! Honest!

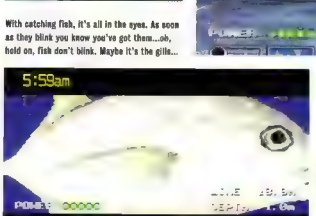




With catching fish, it's all in the eyes. As soon as they blink you know you've got them...oh, hold on, fish don't blink. Maybe it's the gills...









Think very hard for a moment. Try to imagine a pastime that no one would ever contemplate using as a premise for a game. Right up there with car maintenance and gardening would no doubt be fishing. Well, with the later I'm afraid you're completely wrong because Sea Bass fishing uses exactly that premise. Yep, you are hearing things right, we're talking about a fishing sim here. Bizarre as this may seem to you at the moment, imagine for a minute the reaction of many when someone first decided that a golfing sim would be a good idea. Ok, so you might think there's a bit more to golf than there is to fishing but, as your average Johnny McFish would tell you, that's just because you don't know fishing.

Sea Bass Fishing would seem to be a testament to this, containing as it does complexities you'd never think of associating with a spot of the ole' reel 'n tackle



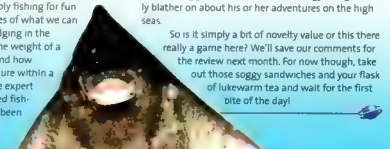
JVC are the company behind a UK release of the game. It's already proved quite popular in Japan, catching the more mature market with its relaxed and meditative qualities, and JVC hope it will absorb the golfing-style fan. Your dad basically.

Sea Bass Fishing actually shares a few character-istics in common with the golfing game. You'll notice the golf style power bar which you use to cast your tackle, and the subtleties of which you must master to reel in a fish. It's also something to do with the leisurely pace of the game which sees you noncha-antly sailing from place to place in search of the elu-sive Sea Bass — the most prized of an anglers catches.

Players choose between taking part in the illustrious competition or simply fishing for fun off the coasts and estuaries of what we can only presume is Japan. Judging in the competition is based on the weight of a fish, the kind of fish it is and how many you manage to capture within a particular time period. The expert advice of Daiwa (renowned fishing gurus apparently) has been used to try and develop as realistic a feel to the game as possible. After getting up bright and early you select the captain of your boat and head out to one of a variety of destinations, remembering of course to pack your rod and range of tackles.

When you get a bite, the action switches to an underwater scene where you witness your fish struggling to be 'the one that got away'. Now's when your expertise in teasing and tricking the fish come to the fore. If you're having a rough time of it, the captain's there to suggest an alteration of strategy and generally blather on about his or her adventures on the high seas.

So is it simply a bit of novelty value or this there really a game here? We'll save our comments for the review next month. For now though, take out those soggy sandwiches and your flask of lukewarm tea and wait for the first bite of the day!



THANKS TO EMAP'S SEA ANGLER MAGAZINE FOR THIS FISH PICTURE

FISH FOR THOUGHT

So you think catching fishing is all about throw

longer you let the reel spin the further it goes

Then there's the depth of the bait to consider. The

down to how you work the tension in the line

Inside the fish's mind, be the fish! Err, if you



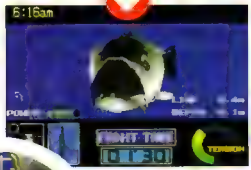




After you've netted the fish, its style and size are put on proud display.







THE LURE OF THE FISH

meat in Arthur Fowlers shed. No cast and pover

bait for you sir.

Canal to fish in, you also go away wit

there's the minnow plug which

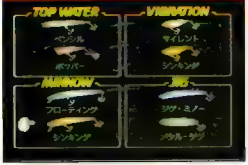
to let it float in shallow water and sink in deeper

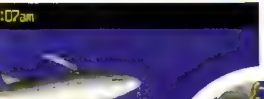
water. Exactly why a plastic lip should enable this

total of eight lures in all, some like the pic and

Others, like the minnow plug are for general

It may all seem a







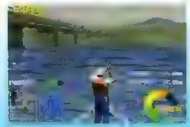
It's only natural that the captain of your boat is the much loved sea dog, Captain Birdseye. After you've impressed your fishing pals with your catch, he sneaks it all into a suitcase and then flogs it on to major supermarket chains. Cunning eh, but then only the best is fit for the Captain's table!

If you want to get the biggest and best fish, you've got to know your lures!





PRIZES MAKE POINTS



Cast dear fellow and good luck to you!



Here are the destinations on offer to you.

Fight stars like some kind of drunken tramp at the Oscars!

STARFIGHTER 3000

PUBLISHER	GAME STYLE	RELEASE DATE
TELSTAR	Shoot 'em up	June
ORIGIN	Conversion of the 3DO title.	
IT'S A BIT LIKE	Afterburner in 3D, or Thunderhawk with a space theme.	

You know the space ship that appears on the Saturn CD screen if you leave it for a bit? Well now's your chance to fly it in combat it thanks to this new blaster by Telstar. Well, not quite, but your craft in Starfighter 3000 bears quite a striking resemblance to the one found free inside every Saturn. However, this is mere coincidence, as Starfighter 3000 first made its name on the 3DO some time ago, when free space ships in 32-BIT consoles were the stuff of fantasy. How fast the times turn, readers. Anyway, this is another of those future war titles, where the player helms a one-man defence force kicking aliens off of planet Earth. Or perhaps some other planet. In fact, for all we know, you might be kicking invading Earthlings off an entirely different planet. The plot hasn't been explained all that specifically. Not that it matters, because all Starfighter 3000 wants you to do is DESTROY.

There are fifty – in fact more than fifty – missions of doom contained within Starfighter. Each mission contains a number of objectives which you're allowed to tackle in any order you wish. But and this is the clever bit it's the order in which you complete each submission affects the way the rest of the level goes. For example, knocking out radar stations prevents your enemies from targeting missiles at you, whereas ignoring hangars may lead to extra airborne defences coming at you in the later stages of the game. Like most titles we see these days, Starfighter is viewed in a glorious Threedimensional Division with your plane type thing viewed from a rearward perspective. However, there's a unique system being developed which should allow you to target missiles at odd tangents whilst still fighting foes dead-ahead. And that's not all – Telstar promise a surfeit of little extra like chain reaction attacks, super weapons, experimental fighter 'planes and even bonus games to tickle your interest gland.

So Starfighter 3000 going to be an essential plasma feast at the Devastator Corporation? It's the sort of game that'll have you wandering round your house smashing things with a cricket bat, chanting 'bored bored bored'? Well it's not finished yet, so we can't tell you – but we will in a future issue. Promise.

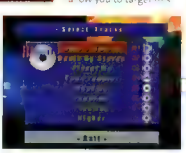
WICKEDY BASS BAD BOY

Just because games are being put on CDs these days every software house in the world has suddenly become obsessed with the music accompanying the action. Like if they're good enough loads of people are going to start buying fifty quid games just to play on their regular CD player at home. Starfighter 3000 is the latest of these weirdly shortsword-bound games, featuring what does a selection of eight – EIGHT – different soundtracks ranging (as it says here) from "ambient techno full on Space Battle". Blimey, that's nearly two-thirds of an album's worth of music. Amazing.



Another thrilling display of aerobatics from those incredible stunt pilots the Grey Devils. Not really. It's just your space ship travelling in a straight line.





Choose your favourite tunes here.





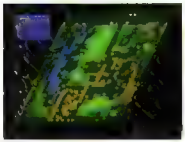
WINGMEN FOR ADDED PROTECTION

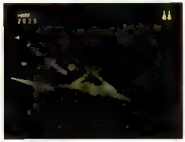
Starfighter reckons it's one of them "thinking man's shoot 'em up" this
w
C
e
a
o
them around you to defend your own cowardly mug.

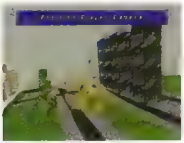




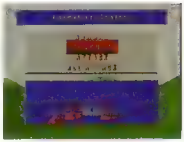








Positioning cameras changes what you can see and that. Lots of games are doing this now because it's dead easy with polygons.



PILOT YOUR OWN ANGELS OF DEATH!

Clever modern technology allows us to "lock" our missiles onto targets, meani

A beautifully designed space ship which looks far better than most of those grotesque abominations found in your



YOU WANNA GET LOADED ?!!!

Well do you cyber kids? Eh? You've come to the right place then because this here's the Loaded competition, and those kind souls at Gremlin have very generously offered to give away loads of prizes to celebrate the release of their blast 'em up extravaganza.

As our review on page 62 will tell you, Loaded is a very fine game indeed. After perusing the screenshots you're probably getting very excited at the thought of mass gut-spilling bone-snapping action, but hold on there Trigger Boy because, like the characters in Loaded, you have a chance to beat the rap and get your hands on a copy without paying for it. No we don't mean stones into your local games shop with a flamethrower and ultra bomb – you can win a copy! And that's not all!

THE PRIZE

So there you are, listening to your grungy favourites on that tinny single speaker Hi-ref that your dad got from a Boot Fair for 60p. Well it needn't be like that you know, especially considering the fact that Gremlin are giving away a lovely new Sony stereo as the first prize in their competition, and what's more, you get a signed copy of the new Pop Will Eat Itself album, 'Two Fingers My Friend', along with a copy of the game and the obligatory T-Shirt. Pretty damn good I'm sure you'll agree. There are also five runners-up prizes which come in the shape of the game, wrapped in a lovely Loaded T-Shirt!

THE QUESTION – "Just tell me what I have to do!!!" we hear you scream maniacally along the telepathic highway. As usual it's all quite simple. Just answer the ridiculously easy question:

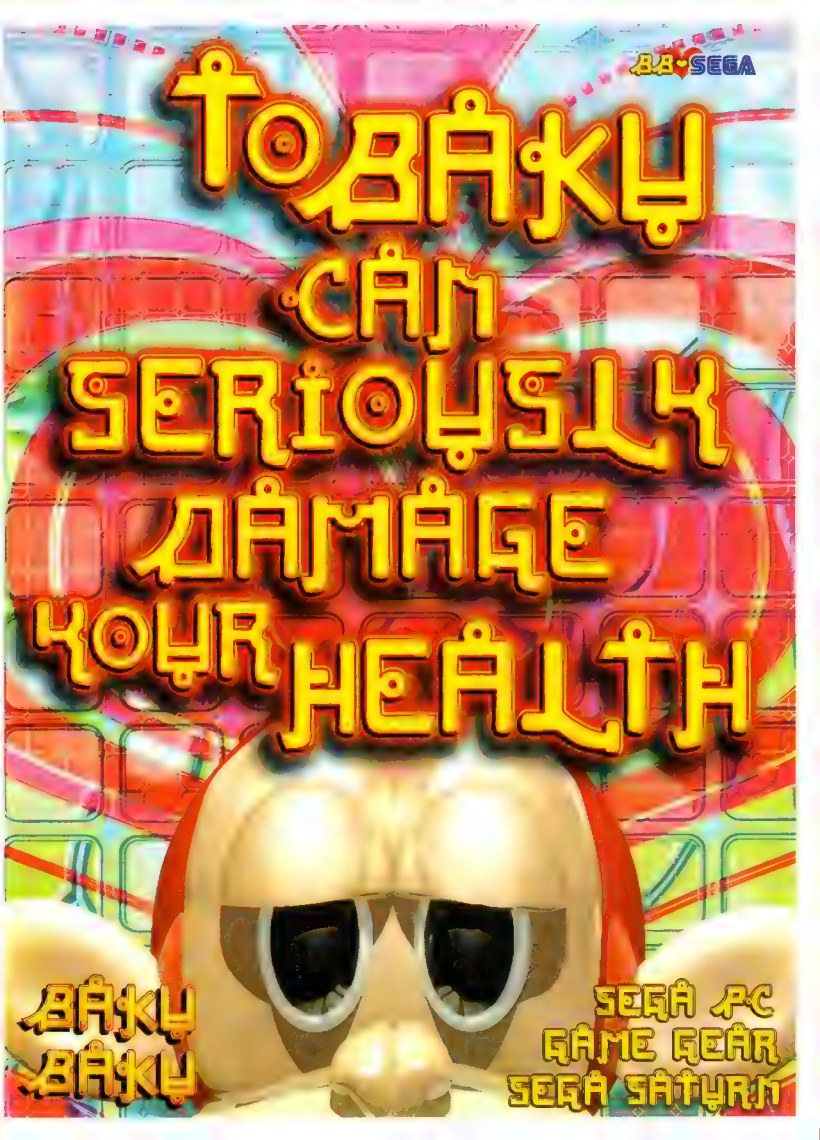
What's the name of the pasta wielding pirate in Loaded?

Ok, now stick your answers on a postcard, back of an envelope, bit of cereal packet etc. and send them in to LOADED COMPO, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

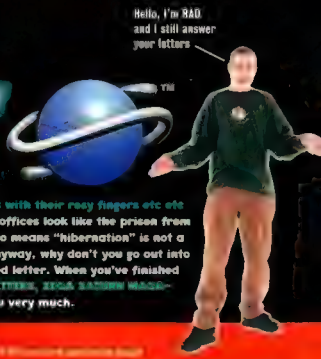
LOADED

Gremlin




BA SEGA
TOBAKU
CAN
SERIOUSLY
DAMAGE
YOUR HEALTH
BAKU
BAKU
SEGA PC
GAME GEAR
SEGA SATURN

letter



Hooray readers, summer is upon us, the bright days of the year blessing us with their rosy fingers etc etc etc. We end up saying this sort of thing every year, but that's because our offices look like the prison from Loaded and a bit of sunshine is the only comfort we get. Sadly though it also means "hibernation" is not a valid excuse for skiving anymore, so I've had to do some work. Bottoms. Anyway, why don't you go out into the garden, or down the park or somewhere, and write us a lovely sun-filled letter. When you've finished post the resultant discourse to us at SKIVING SAM'S HOLIDAY IN THE SUN LETTERS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Thank you very much.

UP THE SATURN 2

After reading the news in the May edition of your great

by £275 then I think most of us would have waited for

Ben Taylor, Braunton, N Devon



Dave Kelsall loves old games too. Check out his regular Retro Computer Cabin in our sister publication CAVE.

agree that perhaps a readers survey of games they would most like to see revamped on the Saturn would

ARCADE RACER FURORE CONTINUES

you need to polish up your dodgy "gaming" skills! (No offence)

Yours faithfully,

Cyber Speedway!

AN OLD BLOKE

i HAD SONY

ne new Playstation games!

has not been on since.

s miles better than the

S Do Sega pay me now or later!



Sega Rally and Virtua Cop: two good reasons to buy a Saturn.

Rad photo by David Tilow.



That's Rad on the left in his disco dancing outfit. Very sad.

SEGAWORLD – AND I'VE GOT ME PASS

Sega's top attractions. Would this include taking people

Secondly, Chris is getting a Saturn (well, that's what he said anyway) and you being the number one mag, he

X-Men or Darkstalkers. Thanks for your words of wisdom.
Lee Holland, Burnley, Lancs.

are better games than Gex, to be honest.

ICE HOCKEY IS BLOODY AGE

Yours faithfully Steerer Dan's best mate
Steven Ellis, Catterick Garrison, N Yorks.

PS Not to mention the sixteen and a half thousand that turned out to watch Manchester Storm at the Nynex Stadium.

Terribly sorry, Steven and all your little

the rest of us know all about ice hockey and would never make that kind of mistake. So we gave him seven good strokes with the birch. And it's the national sport


Hockey – it's great really isn't it. Except we're crap at it.

A BEAUTIFUL PERSON WRITES

DEAR SEGA SATURN MAGAZINE

to someone who might get endless fun playing it.
Yours faithfully,

BOOTLEG SAMPLER so we don't lose your communique.

DANGEROUS IDEAS

DEAR SEGA SATURN MAG

I am a faithful reader of your magazine. In issue 4

Saturn for my birthday and now have 4 games and your Bootleg Sampler (thank you kindly)

something that will make the Saturn more powerful and

PS Any more news on the keyboard and disk drive for the Saturn?

remember that the Jaguar's 64-BIT, and look what happened to that.

PHONE DIXONS

never had any trouble before. I disconnected everything, cleaned it, left it for a day and then tried again, but the flickering stayed. Could it even be the lithium

ing after a year, which isn't yet. Do you know where new batteries can be bought in case I need to get one

bles, or am I on my tod? I hope you can help. Cheers.

David Anderson, Swindon, Wilts.

ing letters). Sorry about that.

LIGHTS, CAMERA... NO ACTION

Q&A

'In football you've got Gazza, in Brookside you've got Bazza, but if you want the names of those Sega games then you've got to go talk to the Mazza!' Another day, another rhyme, introducing our regular spot with Sega's man in the know, Mark Maslowicz. He's been swanning about E3 sipping champagne and waxing lyrical about the Sega titles emerging this year, now he's back to the grindstone answering your questions. So, if you want to speak to our man on the inside write to SPY GUY, Q & A, SEGA SATURN MAGAZINE, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



IT'S SUPERMAG

Dear SSM,

Would I like some answers from your super mag

1 Why do most next-gen racing games only have between three and six tracks when F1 on the PlayStation will have a huge 17?

2 Any news on Bug! 2?

3 Will there be any football management games on the Saturn?

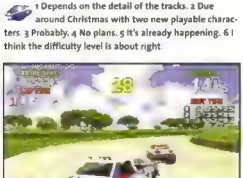
4 Have Sega any plans to make their own sim game? If not, what do you think about Theme Zoo?

5 With beat 'em ups and racers in abundance on the Saturn, do you think it's time for a change?

6 I like platformers but the ones on the Saturn are too hard, except maybe Clockwork Knight. Do you think there should be some easier games on the Saturn?

Wayne Smith, Highwoods, Colchester.

1 Depends on the detail of the tracks. 2 Due around Christmas with two new playable characters. 3 Probably. 4 No plans. 5 It's already happening. 6 I think the difficulty level is about right.



One of the four courses present in Sega Rally. F1 has seventeen, but it's still not as good. So there.

FIVE WEEK FANATIC

Dear SSM,

I have had a new Saturn for five weeks now and I think it's great. Could you answer a few quest ons please?

1 I am going to buy a new game soon (and not meaning to boast, have completed VF2 and Virtua Cop on hard mode and expert mode without any cheats, and found this very easy) so what would you suggest for more of a challenge - WipEout, Clockwork Knight 2, Panzer Dragoon 2 or other?

2 I have been playing Sega's arcade machines for three to four years now and I was wondering what machine Sega out n them? Is it an advanced vers on of the Saturn or a totally d fferent system?

3 I will be going to the USA some me soon. Can I play American CD's on my English Saturn? If I need a converter how much are they and where are they to be found?

4 As I have around £100 at the moment I am considering buying the steering wheel for Sega rally or the video CD card or the arcade stick or another gun for VC so my friends can play without the contro pad (which quite frankly is boring and dull). Wh ch one would you recommend?

5 A my fr ends say that my games — VF1, VF2, Sega Rally and Virtua Cop are rubbish compared to PlayStation titles like Tekken, MK3 and Destruction Derby. Is this true?

John Beaumont, Rotherham, Sheffield.

1 If you want challenge try Bug!. 2 Different system apart from games that use STV board. 3 The games will have borders and run slower. Not really worth it. 4 Probably the gun or Arcade Racer. 5 Don't be silly.

MR DORK

Dear SSM,

Can you please answer these dorky quest ons

1 Is the Saturn powerfu enough to take games like 'Mad Dog McCree' and 'Crime Patrol' at the same qua ity as the Philips CD ?

2 With or without the M Peg ?

3 If so, are there any plans for these games or games of a similar sort?

4 I shou d be getting my Saturn within the next few weeks. My mum wants to know if Sega will be releas ng a CD with variab e games on (puzzles, Connect 4, Cluedo Card Games etc)

5 Because there are three games in Die Hard tr logy, will t cost more than other Saturn games

6 And finally, when s your next playable demo CD due out? I can't wait. What games are planned

Troy Welch, Leicester.

1 Yes. 2 Without. 3 Corpse Killer is out in the US but wait for Virtua Cop 2. 4 Unlikely, but another company might. 5 No. 6 Be patient my child.

EAGER GEEZER

Dear Sega Saturn Mag,

I own a Sega Saturn wh ch I bought on the first day of release. S nce then I have purchased about 13 games, all of which are great apart from Victory Goal.

Anyway, gett ng straight to the point. The one thing I rea ly wanted on the Saturn was a good basketball game. I must admit, I have been very tempted by the PlayStation since I saw Total NBA, and at one point even thought about sel ng my Saturn. I know this sounds a bit drastic but I m a desperate man.

Soon came to my senses and decided to wa t and see what the Saturn comes up with. I had heard that Sega sports were developing a game ca led NBA Action. Apparently this was supposed to be released by Christmas last year but I've heard nothing. Please, p ease, please can you put me out of my misery and tel me roughly when it will be released, and is there a chance that it may match the PlayStations Total NBA. Thanks for your time and keep up the good work on the mag.

Ian Boynton, Crowborough, East Sussex.

NBA Action was shown at the E3 and very well received. While it may not be as flashy as Total NBA, it's a far better game and comes with an NBA licence as well so all of the real players are in there. And plenty of extras too so stop blubbing!

BANK HOLIDAY BLUES

Dear Sega Saturn Mag,

It's bank holiday Monday and I'm rea ly bored so here's a few questions for you.

1 S nce ditching my 32X for the fab Saturn I've had withdrawl symptoms from not be ng ab e to p ay Doom and with the PlayStation having such a great version I was wondering when it will be released and what vers on it will be?

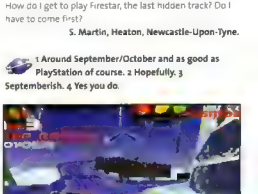
2 Will we see a version of Quake this year?

3 How much longer will we have to wait for Alien Trilogy?

4 I've had WipEout for a month or so now and have only managed to come third in Rap er class on Silverstream. How do I get to play Firestar, the last hidden track? Do I have to come first?

S. Martin, Heaton, Newcastle-Upon-Tyne.

1 Around September/October and as good as PlayStation of course. 2 Hopefully. 3 Septemberish. 4 Yes you do.



Win at WipEout and you can play Firestar, hidden track and one of Spiderman's Amazing Friends.

WIN! The Ultimate Gaming Rig!! OVER £12,000.00 IN PRIZES!



You have the POWER. In this contest you don't rely on the luck of the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 200 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, £1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 46 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at £2.00 each and one tie-breaker at £1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 35% will have the highest score possible score in Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					
		E				
P	I	N	C	H		W
	R					
S						

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH	W	PRESS	K	BLAST	A
BREAK	Z	PUNCH	S	SPRAY	C
STOMP	T	STAND	R	PRESS	E
CRUSH	I	SCORE	H	SLANT	L
WRECK	D				
TURBO	V				
DREAM	O				
CHASE	P				

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ (£2.00) Computer Contest
- ☐ (£2.00) Video Game Contest
- ☐ (£2.00) Media Rig Contest
- ☐ (£3.00) SPECIAL! Enter them all (SAVE £3.00)

Name _____

Address _____

Town _____ **Post Code** _____

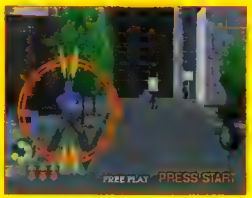
SEND CASH, M.O., COIN, OR CHECK TO:
PANDEMONIUM, P.O. BOX 10452
LONDON, NW3 4WE

VOID WHERE PROHIBITED • ENTRY DEADLINE POSTMARKED BY AUG 17TH 1996 • ENTRY FEE MUST BE INCLUDED
Only one entry per person. Employees of Pandemonium Inc. and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed or stolen mail. Open to residents of the U.K. You can request Winners List and Official Rules by writing Pandemonium Inc. Merchandise names and models are trademarks of their respective companies who, along with this magazine have no affiliation with this contest. © 1996 Pandemonium Inc.


VIRTUA COP 2
POLICE
POLICE

The sentence is Death

Guns, as we all know, are evil and should be banned. But only real guns. Not the brightly-coloured obviously pretend guns you can get for the Saturn. These, in fact, should be venerated, because they're ace. And if you're lucky enough to have one, here's the best news you'll have heard since... um... Virtua Cop.





Virtua City is in peril once again. Despite having wasted every single living criminal on planet Earth on their last outing, the Virtua Cops aren't ready to hang up their holsters just yet. There's a new gang in town waking babies, pinching sweets and knocking on doors then running away. You might not think that sounds so bad – and indeed it isn't. But this infantile mischief is merely a cover for the real action – an army of arms smugglers and armed robbers in armoured cars plotting to take over the town, having moved in from nearby Polygonton. This time out VCPD partners Rayge and Smarty are joined by tough-talking lady cop Janet Marshall. She doesn't actually appear to do anything in the game, except maybe drive the car in the first level, but it must be nice for them to have a bit of company.

Of course, tough-talking Janet isn't the only company the cops are keeping. They're also accompanied on their adventures by a multitude of evil hoods armed with guns, knives and chandeliers. But they're not going to get any nice fancy-dress costumes sewn for them by these less salubrious companions. They're going to have to pull out their brightly-hued shooters again and commence with the slaughter. Ho hum, it's a dog's life as an armed copper in Virtua City.





Scatter those perps across the road like crisp packets and dog poops, oh Cop of Virtua City.

Once again Virtua Cop 2 takes place over three levels, each set in a different locale. However, unlike the original game only one of these is within the confines of Virtua City. The second and third stages take your Cops on a luxury cruise to a mystery foreign destination, although it's something of a working vacation with plenty of shooting involved in the trip.

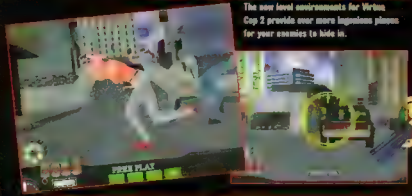
At the moment the Saturn cousins of the arcade rozzers are trapped on the streets of their home town, as only one level of the >>



conversion is complete to a playable degree. This was on display at the E3 show, where onlookers were stunned senseless by its brilliance. Well, perhaps that's a slight exaggeration, but it's clear that the conversion team haven't been idling since starting work this January. In fact, when certain members of the SSM team saw a video taken at the show it took them a while to cotton on that it wasn't the coin-op on screen. The secret to Cop 2 looking so pleasant is the lovely texture mapping, which makes this game look even smoother than the last. We've been assured that the other levels will be of the same high quality. Which is fairly obvious really. It's not like you'd expect one brilliant level and then two levels filled with black-and-white stick-men with only two frames of animation.

Anyway, a more advanced demo version is winging its way to these shores in the near future, so you can rest assured that we'll get our hands on it as soon as it enters the country – whereupon we'll pounce wolverine-like upon it, take loads of pictures and put them in the mag like the wild savage games journos we are. Till next month, peace keeping dudes.





The new level environments for Virtua Cop 2 provide ever more luxurious places for your enemies to hide in.

THE LEFT-HAND PATH

Remember those old Choose Your Own Adventure books, where each page offered up to THREE incredible options of other pages to turn to to advance the plot? No? Well you're lucky because they were pretty crap. You'd be better off reading a proper book to be honest. Cop 2, however, has taken a tip from Steve Jackson and Ian Livingstone's literary efforts and now offers a choice of plot direction PER LEVEL. Which is the best of both worlds, as you don't have to keep fiddling around with pages, but you do get some say over the course of the game AND it gives you more reason to play through again once you've completed every stage.

Basically, once certain episodes of the game are completed a couple of sign posts appear on screen. Which one of these you shoot with your gun dictates which route the action takes. No matter which path you select you'll begin the next level in the same place (if you last that long), but the challenges you face up until that point are totally different.



If I went out dressed in aerial trousers and a jacket like that I'd wear a mask too.



And I'd also shoot anyone who made any comments about it, like this bloke does.

JAM SANDWICH PURSUIT SHOCKER!

Everyone likes a good car chase from Starsky and his pal Hutch through to new super-cops like Mel Gibson in his Lethal Weapon incarnation. Even the cast of The Bill have been known to indulge in a spot of the old flashing lights and sirens ahoy pursuit action. Just because the Virtua Cops aren't real there's no reason they shouldn't get the chance to put pedal to the metal too. They'll be pleased to hear, then, that the very first level of their second outing has them scoot through Virtua City in the back of a fast-moving pursuit car. Luckily the players don't have to steer this vehicle, which would be a bit hard with guns, but they do have to kill the fleets of chauffeured vandals by shooting their tiny heads through the windows of their transport. Some of them helpfully lean out of the car to shoot at you, presenting you with a larger target, but many remain in the confines of the motor, blasting away. And of course there are loads of poor old civilian cars caught in the melee. Try not to kill them all.











Black vans are the last retreat of either crap rock bands or dangerous villains. Either way to best thing do upon encountering one is to shoot all the occupants with your bright plastic Virtua gun. NB: Don't do it in real life.

SO WHAT'S NEXT?

The second and third levels of Cop 2 are well underway, but Sega are reluctant to show them off until they're playable and have their bugs ironed out. Hopefully we should have some shots of these stages in the next issue of SSM. Not that we care, though, because we've already spoiled the surprise for ourselves by playing the coin-op non-stop for about a million years In the interests of research, you understand, not because we like slacking off in arcades pretending we're working or anything. Oh no. We're far too honest for that. Anyway, because we know what happens in the rest of the game and you might not, unless you're similarly inclined towards virtual violence, we thought we'd tell you a bit about what to expect in the rest of the game, and accompany this information with a few shots from the arcade original. So these are ARCADE SHOTS, right? NOT SATURN – ARCADE.

LEVEL 2

As the Cops have killed everyone in Virtua City, they decide it's time to venture to pastures new, where they'll find fresh sport for their culling skills. Ha ha! How those unsuspecting denizens of the Virtua Islands will run screaming as the flesh showers down from the rooftops! Well, almost. Actually they're on the trail of some vicious smuggling types who've booked themselves onto a top-whack cruise liner. Lots of holiday-making passengers mean lots of Penalty Shot hazards which lose you energy. Blast your way through the perp-infested cabins until the ship docks.



LEVEL 3

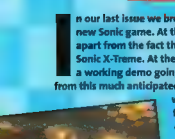
These fleshy beings seem to congregate in the mazes of tunnels underneath their habitat, an intriguing hideout – AND ONE FROM WHICH THERE IS NO ESCAPE! Quickly Janet – pass the dum-dums! Sorry, got it wrong again. Actually, the V Cops are foiling some sort of sinister bomb plot, and the are trailing the crooks to their subterranean lair which can only be accessed via the underground railway system. This means pegging it through a number of underground stations in a bid to track down the nefarious boss behind all of these evil shenanigans.



X-PECT THE X-TREME!

One of the [illegible] was the chance to see [illegible] do his stuff. That's right! [illegible], and in [illegible] he's made the leap into [illegible]. Now at last we can know the truth: from the front and back, is he as [illegible]?

In our last issue we brought you stop press news on the new Sonic game. At the time we knew very little about it, apart from the fact that it's in 3D and would be called Sonic X-Treme. At the E3 in Los Angeles, Sega actually had a working demo going, showing off what you can expect from this much anticipated title. Despite the fact that there weren't any enemies in it yet, players had the chance to get a feel of what it's going to be like controlling Sonic in a run-anywhere 3D environment. In fact, that's about all you could do, with Sonic acting more like a tourist guide, showing off some of the settings you can expect from the new game.

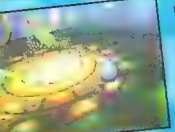








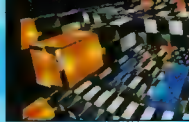
The team responsible for the latest Sonic installment are STI (Sega Technical Institute), and many of them have been involved in previous Sonic games. Headed by the game's producer Mike Wallis, they've been working on the game non-stop the past few months, looking to Autumn as a potential deadline. Let's hope so!

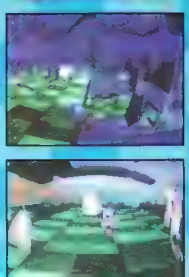


SO WHAT'S NEW?

Obviously the 3D makes quite a difference, enabling Sonic to move in absolutely any direction that takes his fancy. There are some changes as far as his moves are concerned as well. The spindash move is still there, but there's now another vaguely similar move called the spinslash. This sees Sonic perform a mid-air 360° attack with his spikes jutting assertively outwards. We don't know, but we presume this kind of attack will be more lethal than the regular spin attack. Another of Sonic's new skills is the ability to throw rings rather than just collect them to protect himself. Pretty great eh?

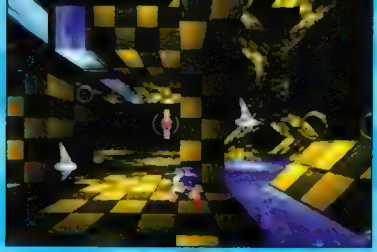








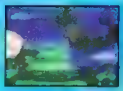
He's blue! He's spiky! It can only be Sonic the Hedgehog, back for more in 3D!



ALSO STARRING

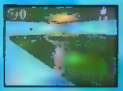
So are there any familiar faces in there? In short, yes, largely in the shape of the ever malevolent Dr. Robotnik. This time his thirst for evil sees him after the six magical Rings of Order. They are currently kept under the watchful eye of the benign Professor Gazebo Boobowski and his daughter, Tiara B. However, after one failed attempt by Robotnik to steal them, Sonic steps in. Thus the plot sees Sonic hunting down the six Rings of Order, getting help along the way from the Professor and his daughter and generally doing all the things you'd expect of a superhero.

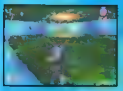
Apart from Dr. Robotnik, it looks like all the other characters will be newly created, as are all the settings taking in the likes of Jade Gully and Crystal Frost.

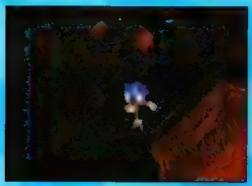


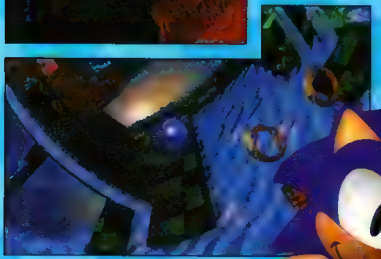
Looking pretty good isn't it? There'll be more coverage in [illegible]

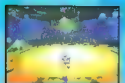












The demo on show at the E3 was pretty basic but you can be sure there's a lot more to [illegible] yet.



INTERVIEW

[illegible] wasn't only games on show.

[illegible]

SSM: Could you sum up what's going to make this Sonic game different from ones in the past.

[illegible]

SSM: Can he do that anywhere?

[illegible]

SSM: Are the main Sonic characteristics still going to be in there, things like collecting rings, wizzing about really fast and all that?

MW: Yep, very fast, awesome graphics.

SSM: And will it have the same duel level of play, like you can choose between rushing through it really quickly or take your time and search everywhere?

MW: There are three acts and within each act we have it set so that it [illegible] solving.

SSM: Will there be bonus levels in the game?

[illegible]

SSM: Are people who were previously involved in Sonic involved in Sonic X-Treme?

[illegible]

SSM: How do you think it's going to measure up to something like Mario on the N64?

[illegible] fident that we are really going to do Sonic justice.

SSM: Do you think there's still a place for 2D games?

[illegible]

SSM: Are you using the Sega Graphics Library to create the game?

SSM: Does that make it easier to make things possible?

MW: In certain ways yes, but it also involves restrictions with certain programmes so we've actually created our own ver[illegible] with Sega.

SSM: Do you think that there'll be new things you can do in future Sonic games on the Saturn?

MW: In the future possibly, but right now we're utilising everything we can to put in this game and trying to push the hardware to its limit.

SSM: How many people do you have working on the team.

[illegible]

SSM: Do you feel there's a lot of pressure on you as the producer of the game?

[illegible] Saturn and we're not going to put out anything less than [illegible]

SSM: When do you expect to have it complete?

MW: It should be ready by around Autumn time.

Teenage kicks



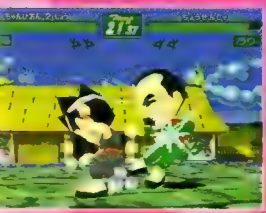
The [illegible] fighting game featuring child versions of the world's leading [illegible] have seen the conversion making the big leap to Saturn running [illegible]

Three months ago suggesting the concept of a Virtua Fighter Kids game would have had you laughed right out of town. "What on Earth have you been reading?", people would have mocked, "What kind of pretence is this you're trying to pull?" they would have scorned. Well if you did make up something like that to impress your friends, doubtless you'll be feeling fully smugged-up right now, because AM2 came up with the same awesome idea, and the fruits of their tireless labour are now on their way to the Saturn. If you haven't played Virtua Fighter Kids in the arcade and feel you're missing out (which you are, because it's brilliant), fear not, because SSM have the first pictures of the home conversion, and very lovely looking indeed is it too.

Virtua Fighter Kids if one of the first products of the ST-V board, that clever piece of trickery developed by Sega to bring the arcade and the home game closer together, thanks to its inherent similarity to their beautiful Saturn console. The game itself is tied inexorably to Virtua Fighter 2 (the adult edition), with the same moves and combos translated in their entirety. However, a large and undeniably healthy dose of humour has been added to the proceedings by marrying this with Super-Deformed junior characters (ie – they've got big heads and eyes and look all cute and innocent). It's the Virtua Fighter you could take home to mother. And, in case you're wondering about the morality of watching small children beat each other up, it's all in a spirit of harmless playfulness and no-one really gets hurt.

Work on VFK has been progressing at a great rate of knots – despite the large number of top-class conversions also in progress for the Saturn – as these shots attest. Whilst the version pictured is still a long way from finished it's already looking incredibly similar to it's arcade daddy (although perhaps the protagonists are a little too wee for parental analogies). Sega have assured that, despite the limited availability of the coin-op over here, Virtua Fighter Kids is DEFINITELY going to receive a UK release and... AND, right... it'll probably retail at a pocket not-busting £29.99. Final details are yet to be decided, but that's the plan. So don't some moaning to us if it doesn't work out that way.

Anyway, even if you've already got every Virtua Fighting title for the Saturn, Virtua Fighter Kids looks novel enough to warrant another purchase. We look forward to telling you about it in a forthcoming review – because that means we'll have been able to play it for ages



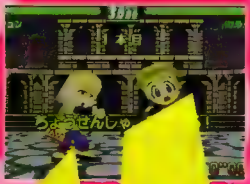
WATCH YOUR POSTURE

Martial artists are known for their showing off. This is because no-one will deride them for it in case they get hurt. And, just to display the arrogance of youth, even the losers of the Kids games have a little routine to garner sympathy. Providing they're conscious (ie they lose by a Ring Out or Time Over). That's just like children that is, giving you all that doe eyes treatment so you'll give them some chocolate cake or buy them a toy. Well it won't work in VF Kids, that's for sure. No, all it'll do is encourage your opponents to kick you in all over again – possibly harder than last time. That's because the winners also have snazzy victory poses where they show off even more. As you do.









YOUTH OF TODAY

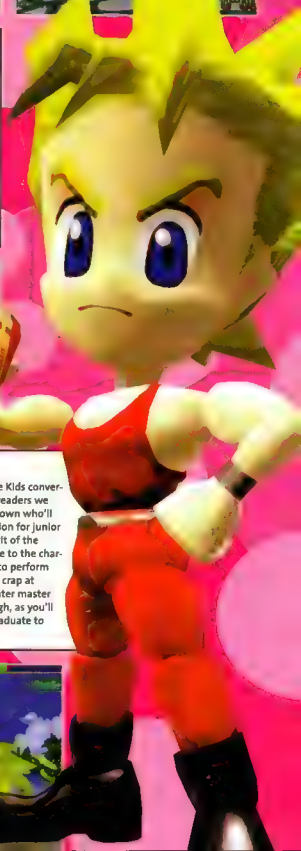
So what's all this Kids business about then? Well, as eagle-readers will no doubt have noticed, the characters in VFK look somewhat more cute and winsome than the usual combatants. That's because they're supposed to be children, despite the sporting of facial hair amongst those prematurely-mature members of the cast. They have, in keeping with the proportions of babies, big heads and eyes, with tiny weeny bodies. However, they also have the martial arts abilities of ninja masters five times their age, capable of pulling off all the moves from Virtua Fighter 2. Victory brings pretty flowers! The sweeties.



EASY THERE, JUNIOR

One of the new Saturn-only developments for the Kids conversion will be of particular interest to the younger readers we don't have. Still, you might have children of your own who'll care. There are plans to include a special play option for junior fighters, obviously entering into the youthful spirit of the game. This will cut the number of moves available to the characters, but also simplify the techniques required to perform those that are left. So if you're only wee or you're crap at games you'll still be able to look like a Virtua Fighter master Not recommended for learning how to play though, as you'll have to re-learn all the moves again when you graduate to the grown-up version.





A game called Duke Nukem seems to be causing a bit of a storm among PC owners at the moment. The reason I mention this is that, while we can't expect to see that on the Saturn for a while, a game using the same engine is set to put in an appearance on our humble console. It's name? Exhumed!

Things to do in Egypt when you're Dead

Power Slave. But Exhumed is the title that we in Blighty can expect, and a

or your trusty steed, well, camel actu ally. As far as carrying weapons goes enough, you have to do all that your self because you never know when you might need them. There are a

standard pistol to a magical ring. As

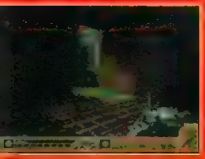
and weapons power-ups, but more

to the deepest recesses of the ancient

abouts of your chosen dead body. And that's basically it. Obviously, we'll

developments as we get them but for

Ahh, it's the way I tell 'em.

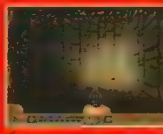


Ah yes. Even the ancient Egyptians had a

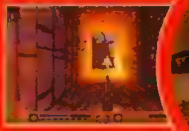




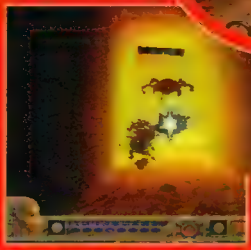














Woo! Check out that light









PYROGLIPHICS

As the player explores the different

weapons. There are total of eight in all, and just for you, here they are in

SWORD: The sword is what you start out with

ammo or anything. Use it only as a last resort.

smaller enemies like crows and spiders, or for blasting apart vases and cauldrons. For

M60 MACHINE GUN: This is where things start to get a bit more gun obviously has the advantage of filling other. But beware using the ammo up too fast with this weapon.

GRENADE: If you've got a batch of nasty spiders buddies best used on the harder enemies. You can

FLAMETHROWER: fun fun fun!

The flamethrower is the ideal weapon for burning things

flames. Because a flame spreads out over a wide area the flamethrower is perfect for diffi

COBRA STAFF: Kind of an odd weapon this. They

then go slithering off to seek out

showing off some lovely green

RING OF RA: Yes it is a sad flame but a

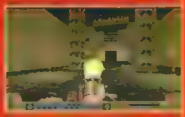
quick 'juss like that' shake of the

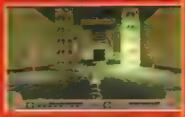
which bounce about and then go up in red puffs of smoke.

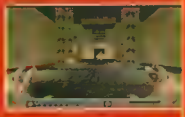
MANACLE: Perhaps even more tasteless

nacle is nevertheless deadly powerful. A concentrated tensing of the right hand and hey presto a

released which utilises load of energy.















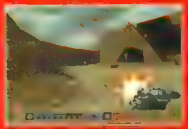


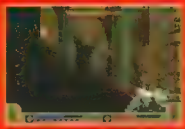


In the American version known as Power Glove, the gore will be toned down. In the European version however, there'll be some

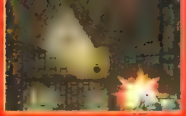
decided as yet. We'll let you know.













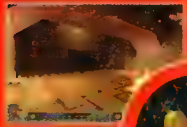
EVGPT-ENEMY

The copy we have been using only features five

will only be revealed in later levels. For now though, here's a look at a few of the ones we

RED SPIDER: Not exactly spiders really because they've






nuisance. However, a few blasts with the pistol should see them turn to mush.

CROW: These might not be crows, but in any case they're black and fly like birds. As they soar

the pistol are enough to make them a feathery





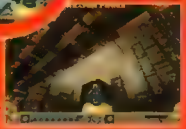


GIANT FLY: These can be a real pain, especially when there's

to make use of the machine gun or else the

pack though, try throwing a grenade in there



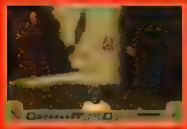


ANUBIS GUARD: These are humans with the infamous dog masks of Anubis. Being strange supernatural types they throw blue fireballs. Tackle these from a distance if possible, using



SHE-LION: These

crafty types stand like innocent statues. Approach them however and they spring into



solves all throughout Echonod. By shooting

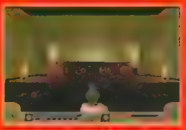
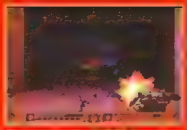
the weapon you're using at the time, then

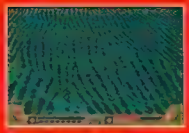


WHO ARE THESE GUYS?

Although BMG will be taking on the Bounce fo





DIMENSIONS OF THE STARS

No doubt all of you Eygptologists will be scratching y

styles and dimensions of Egyptian architec
ture and design in an effort to create a

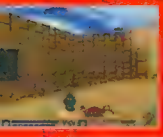
f the town itself is fictional you

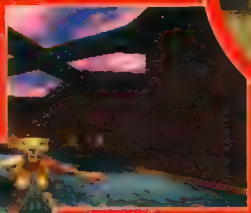
and the labyrinthian tombs
Egypt is famous for.

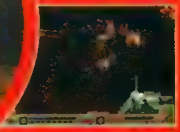








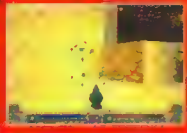
















A BIT LIKE

Comparisons with D

the Egyptian theme by including
weird stuff like a cobra staff and
magic ring. There are also rumours

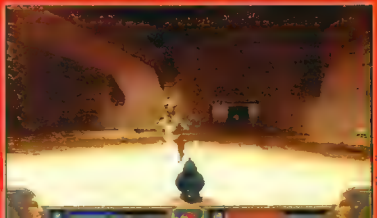
going to be, but obviously this is not
something we can genuinely judge



Is your right is a screenshot of Doom on the PlayStation. The Saturn version is still miss

RITZY'S OR HADES?

Fancy a bit of useless information?





ARCHEOLOGY PSYCHOLOGY

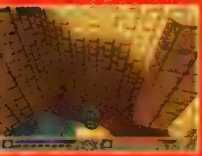
Exhumed is the kind of game where progress [illegible] things. The point is - search everywhere!

e Exhumed. I suggest you play it with a friend, and with the lights on.









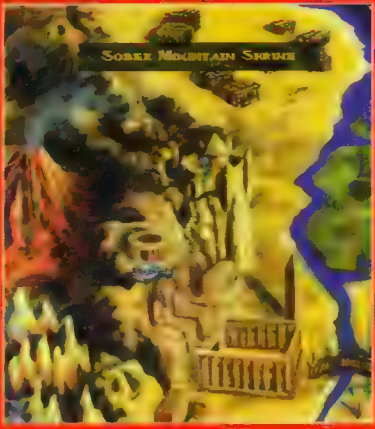
puzzle elements that involve you having the [illegible] for you to progress. Of course, most of it is good ole' death and dismemberment so there's plenty to be happy about.

IT WEARS A SEE-THROUGH MAP!

There are lots of labyrinthian tunnels and passageways in Exhumed. So many, in fact, that you could easily get lost. Thankfully, though, you [illegible]







MISTY-EYED

The two essential pieces [illegible] one behind as well. Collect and be merry!





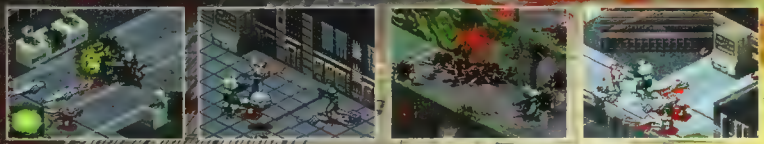


THINGS HAVE BEEN PRETTY QUIET IN THE LAST YEAR FOR GAMES GIANT KONAMI. IN FACT, UNTIL RECENTLY, THEY HADN'T ANNOUNCED ANY PLANS FOR SATURN DEVELOPMENT AT ALL. BUT THEY HAVEN'T JUST BEEN KICKING BACK WATCHING THE FLOWERS GROW. NOPE, THEY'VE BEEN WORKING ON A WHOLE BUNCH OF TOP NEW SATURN TITLES. SAM HICKMAN TOOK A TRIP DOWN TO THEIR CHICAGO HEADQUARTERS FOR A SNEAK PREVIEW.

"we don't want to release products that are inferior on one system and better on the other. We'd rather give the consumer something different if we can't come up with the goods. But we're working on the transparency effects (for the Saturn) right now and so far our Saturn programmer hasn't come across many difficulties – we'll find a way around it!"

Producer and designer, Overk.'

THAT GOTTA HURT!





"We've looked into the violence of the game a lot and I think it's a very easy option to blame stuff like movies or games when someone goes out and commits a crime. I mean, someone goes out and kills someone after watching a Tarantino movie? that's ridiculous."

Producer and designer Overkill

A

bout their hard work and most

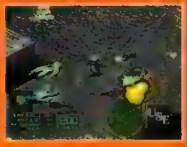
ment. So it was a major scoop that the first people ever to get a peek

ideo were UK journalists. In fact, the people

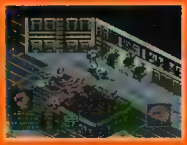
nature of some of their top secret

ve'd probably go missing in some kind of bizarre road accident, or Konami's heavy men would show up in dark glasses outside our front doors. So you'd just have to take our





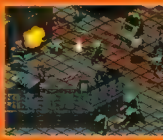




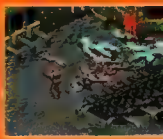
version has begun.

TAKE OVER THE WORLD!

Before we go into the finer points of Konami's Overkill, there's a quite an interesting history behind the making of some of Konami's newer



president in Japan. It was decided that a more

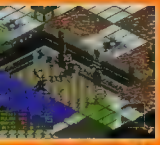


order for Konami to reach as possible audi

until last year that KCEC was set up – a development only division of Konam



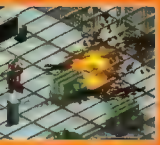




...where the Overkill team were first brought...

GIBLETS ALL ROUND!

...it's going to be a huge hit with Saturn owners.



...increasingly popular first person view, Overkill is a...

...(at least). It looks a bit like Loaded, although it has...
...to be said that it's way, way more violent – guess...

...game , it's also way, way bigger than anything...

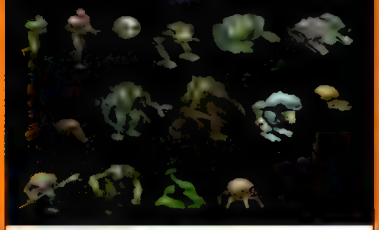
FROM HUMBLE BEGINNINGS...

...using your bare hands seems so much more...

...will slump at first...
...clean as you twist the...

...you're really lucky...

...paddling in their entrails and leaving footprints all around...



DIE, MUTANT EVIL!

There's an abundance of colourful enemies throughout the levels, spanning the weakest foot soldiers to huge droid/arachnid bosses that chase you at great speed. There's also huge beasts that beat you around the head with their bare hands, mire beasts that hurl acid balls and slagg creatures that slash with their poisonous claws. And your character doesn't simply recoil from an attack then carry on. Nope, every time he gets hit, he bleeds too!



As you can tell from this screenshot, Overkill...

> **"With characters like Kreeg you find yourself laughing, but if you're laughing at the fact that you're on a computer console and you've just hit some poor guy in the face or there's this guy on the floor that's stunned and you go over and boom! that's what makes the game so funny especially when you look at some of the people that come in to play the game and when they see things like that happen. They think wow! and it makes them want to play the game more."**
>
> Producer and designer, Overkill

A NEW CONTROL SYSTEM!

Overkill also has a unique control system. The directional pad is used as in any other game, to determine the character's direction , but the shooting buttons are also used in a directional way too. Four buttons are used to determine the weapon direction, and from the direction the character faces (each character can move around in any direction), he can spray the enemy at up to a 45 degree angle, making wastage of firepower much less likely, and a more precise game possible. It's similar to the Smash TV control system, if anyone remembers that.

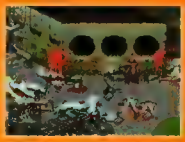


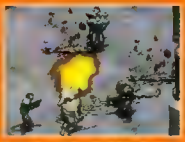


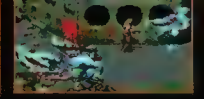
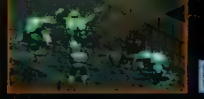
All of the characters are sketched out before they're programmed into the game.



...ion of them shown in development art...





I CAN SEE RIGHT THROUGH YOU!

One of the main features of the game involves transparency – something the developers admit is going to be a tough task on the Saturn, although the team think they're up to the job in hand. Hidden in the walls are a variety of weapons, that can only be seen if you walk right next to the wall – they then become transparent and the secret goodies will be revealed. It's practically impossible to complete the game without searching for the extra weapons, simply because so many of them are hidden in each room. The transparency works in other ways too – for instance it will reveal a part of the level that seems impossible to get to, but will become accessible later on in the game.

> **"We chose the isometric perspective because it meant you could see more of the playing area and also you could see an arrow go through the chest and you can see the result from behind too. It's nice to see the world from that kind of perspective, then you can see what kind of carnage you've created and it gives you an opportunity to paint the world with blood and bodies."**
>
> Producer and designer, Overkill

There's other hidden parts to the game too – sometimes you'll have to punch the wall out to get to them, or sometimes you'll have to flick a switch to deactivate a force field or open a screen. The good thing about this is that it all adds to the incredibly dark, tense atmosphere of the game.

COMING TO A SATURN NEAR YOU...SOON!

At the moment, work on the Saturn version of Overkill is in its very early stages, and although it's been decided that from now on, Playstation and Saturn projects will be developed simultaneously, at the moment the Playstation version is much more advanced. However the programmers are certain that they can replicate the same effects on the Saturn and that the version should be out within a couple of months of the Playstation release. We'll be updating you on its progress until then, but it's already obvious to us that this is going to do extremely well this Christmas!

> **"If you don't have some of that [violence]in there you have a very boring product. On the other hand you have to be very careful as games become more realistic and take more influence from movies, games become more graphic. But this product is designed for a mature audience and this should be taken into consideration when parents buy games for their kids"**
>
> Ted Markley, Vice President, KCEC

WHAT'S YOUR POISON?

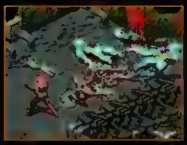
There's four playable characters in Overkill, and the way you use them is completely up to you. You can build up one character throughout the game, or you can use each character in turn, using their particular strength for a certain level. This effectively means that you have four lives, although there will be some form of save in the game – the programmers haven't decided whether it should be a password or automatic save yet

Each of the four characters has very different abilities: There's Kreeg, an earthling armsman with enhanced aggression. He's a mercenary with little time for anything other than earning his crust. He is, make no mistake, extremely violent, and likes nothing better than to blow away anyone who's not on his side

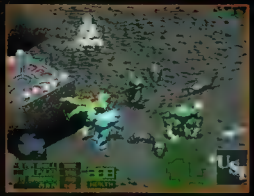
Then there's Quogg, a lumbering saurian with a pea for a brain, but who can perform incredible feats of strength. In fact, he prefers to kill with his bare claws rather than use a weapon.

Jendryk is an Hyrkanian assassin famous for his stealthy attacks on the enemy, in fact he's so cunning, half the time they won't even know he's there. The team is completed by Althea Timmeron, a transhuman with a penchant for anything that burns. Naturally, she's an expert in high explosives!





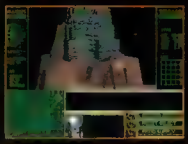
Blimey. There's nothing like doing a job properly, in there? Not a single one left.

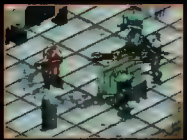


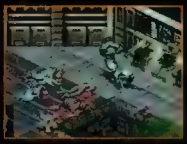
If you get to those red bits in the game, it will transport you to another part of the level. Obviously, the aim of doing this is so that you can kill more things in a different room.



The map on the right displays the different strategies you can take to complete the game, and the different levels to tackle.









Thanks to all of **KCEC** *the* **Overkill development team** *plus* **Mitch Ueno, Ted Markley** *and* **Jon Sloan** *for all their help*

GO EAST!

KONAMI

Konami signed outside development companies 47 TEK SAM HICKMAN visited their headquarters Kumite

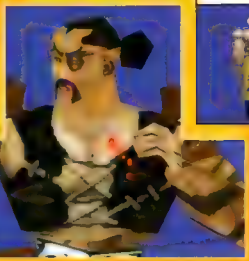
The first thing you'll notice about developers 47 TEK is that they're absolutely nuts about Martial Arts. In fact, it seems you can't work there without being involved in it one way or another – after all they do have a martial arts centre slap bang in the middle of their offices. And if you talk to anyone there about their favoured discipline, they'll go over all misty eyed or they'll start high-kicking all around the desks. Most of the people that work there are either experts in their chosen field, or have taken an art up, under the experienced eye of Derek Mitchell, third dan black belt in tae kwon do, chief game designer and Kumite's producer. So, it came as little surprise to me to hear that 47 TEK's debut Saturn title is a one on one fighting game encapsulating the feel of real martial arts. In fact, you won't find anything in the game which isn't a move from one of the martial arts. The title, Kumite, aims to replicate the feel of real martial arts and brings the world's greatest martial artists together in one tournament. The result of entering the competition could quite possibly be fatal.



Now remember kids – accept life as the willow tree accepts the wind. And this also – he who knows naught and knows he knows naught is the enlightened one.







47 TEK are also unique in that they're basically dedicated to producing 3D fighting games. And when they say 3D, they mean it – their aim is to view a game from any angle and to be able to play the game from any angle too. They're the only company we know of that have decided to pursue only one type of game, and this should stand them in good stead for future titles.



DISCOVER THE TRUE MASTER

At the moment, only two of the fighters have been programmed into Kumite, and development on those two characters is still in its early stages. However, what's already apparent is that the two contestants have very different fighting skills. Karambi, the defending champion, prefers the kung fu style Harimau Silat, while Navajo indian, Marshall, prefers Capoeira, a close quarters martial art. Both have entered the competition for very different reasons, but essentially, their aim is to win the tournament for the chance to fight and train with the ultimate martial artist, Master Lo. As with all the characters, Team 47 are aiming to program in real martial arts moves that are played in a spontaneous way – so you can change directions in the middle of movements, or string combos together then change them at the last minute – just like in real life. And as the game should be 3D, you'll be able to side-step or backwards dodge your opponent in 3D space, giving the game much more realism than in MK3 or Streetfighter Alpha.

As we mentioned, Kumite is still incredibly early in development, but with such a large team working on the project, it's likely that progress on the title will be storming ahead over the next couple of months. With any luck, we'll be bringing you an update on the game within the next couple of issues!

BEEN AROUND THE WORLD

47 TEK are quite odd as far as development companies go (and that's saying something considering the usual array of oddballs that tend to be employed in the computer game business). In addition to their martial arts obsessed San Francisco base, they work in conjunction with their Chinese counterparts, who are based in Taipei. The two companies work on one project at the same time, via the information superhighway. So, when one branch is finishing up for the day, the other is just starting – by putting the day's work on a huge network between the two companies, one team can begin where the other left off. This means that for Kumite there's around 60 people employed on the game and development is taking place 24 hours a day – so in all, there's much more development time crammed into one game than some other teams can manage.















VIRTUA COP + GUN 51.99 SAT | WIPE OUT 29.99 SAT | X-MEN 29.99 SAT | SEGA RALLY 43.99 SAT | LETHAL ENFORCERS 2 16.49 MCD | TOY STORY 36.99 MD | EURO CLUB SOCCER 6.99 MD | SONIC 3 39.99 MD | GLYVER + VHS MANGA VIDEO FREE When you first buy any item as you join for a year or more

1.30am to 8pm Mon-Sat
10am to 2pm Sun & Bank Hols
01279 600204
Fax: 01279 726842 (call has limit)
24HR Answer 600204 range
Credit terms subject to status
Regular Colour Club Magazine
Every 28 Issues discounts

www.reserve.co.uk
The Special Reserve Discount Club

SATURN CD

• = NEW ITEM

3D LEMMINGS •
ALIEN TRILOGY •
BAKU BAKU ANIMAL •
BATTLE ARENA TOSHINDEN •
BLAM! M.E. •
BLAM! MACHINEHEAD •
BUG •
CHAOS CONTROL •
CLOCKWORK KNIGHT •
CYBER SPEEDWAY •
D •
DARK LEGEND •
DAYTONA USA •
DEADLY SKIES •
ECCO •
GHOST IN THE SHELL •
GUARDIAN HEROES •
HANG ON •
HEBEREKE •
HI OCTANE •
INCREDIBLE HULK •
INTERNATIONAL VICTORY GOAL •
JOHN MADDEN '96 •
JUDGE DREDD •
KEIO FLYING SQUADRON •
KING OF FIGHTERS '95 •
LOADED •
MANSION OF HIDDEN SOULS •
MARVEL SUPER HEROES •
MORTAL KOMBAT 3 •
MORTAL KOMBAT TRILOGY •
MYST •
NBA JAM TE •
NBA LIVE '96 •
NHL '96 •
NIGHTS •
OLYMPIC SOCCER •
PANZER DRAGOON •
PANZER DRAGOON II •
PGA TOUR '96 •
PRIMAL RAGE •
RAYMAN •
REVOLUTION X •
SEGA RALLY •
SHELLSHOCK •
SHINING WISDOM •
SKELETON WARRIORS •
SONIC 3D •
STREET FIGHTER ALPHA •
STREET FIGHTER THE MOVIE •
SUPER MOTOCROSS •
TEMPEST 2000 •
THEME PARK •
THE HORDE •
THE KING OF FIGHTERS '95 •
THE TOWER •
THUNDERHAWK 2 •
TILT •
TOSHINDEN REMIX •
TOSHINDEN URA •
TRUE PINBALL •
VICTORY BOXING •
VIRTUA COP + GUN •
VIRTUA COP 2 •
VIRTUA FIGHTER 2 •
VIRTUA FIGHTER KIDS •
WING ARMS •
WIPE OUT •
WORMS •
X-MEN •

MEGADRIVE

ALIEN TRILOGY
AUSTRALIAN RUGBY LEAGUE 36.99
BRIAN LARA CRICKET 96 29.99
BUBBA 'N' STIX
CHAOS ENGINE
COOL SPOT
DESERT DEMOLITION
DOOM
EARTHWORM JIM
EARTHWORM JIM 2
ECCO THE DOLPHIN
ECCO: THE TIDES OF TIME
EUROPEAN CLUB SOCCER
FIFA SOCCER '96
FIFA SOCCER '97
FIRE TEAM ROGUE
FLINK
GARFIELD
GUNSTAR HEROES
HEBEREKE
INCREDIBLE HULK
INTERNATIONAL RUGBY
INTERNATIONAL SUPERSTAR SOCCER DELUXE
JAMES POND 3
JOHN MADDEN '96
JUDGE DREDD
KICK OFF 3
LEMMINGS
LETHAL ENFORCERS 2
MADDEN '97
MEGA BOMBERMAN
MICRO MACHINES 2
MICRO MACHINES MILITARY
MORTAL KOMBAT 3
MORTAL KOMBAT TRILOGY
NBA JAM TE
NBA LIVE '96
NBA LIVE '97
NHL '96
NHL '97
NHL HOCKEY
OLYMPIC GAMES
OLYMPIC SOCCER
PGA TOUR '96
PGA TOUR '97
POCAHONTAS
POWERMONGER
PRIMAL RAGE
PSYCHO PINBALL
RANGER X
REVOLUTION X
ROAD RASH 3
ROBOCOP VS TERMINATOR
SENSIBLE SOCCER '96
SHADOW OF THE BEAST
SHINING FORCE
SHINING FORCE 2
SONIC 3
SONIC & KNUCKLES
SONIC CD
SONIC SPINBALL
SPEEDBALL 2
STREET RACER
STREETS OF RAGE
STREETS OF RAGE 2
STREETS OF RAGE 3
SUBTERRANIA
SUPER KICK OFF
SUPER MOTOCROSS
SUPER STREETFIGHTER 2
SYNDICATE
TEAM PLAYER
THE CHAOS ENGINE
THE HORDE
THE TOWER
THEME PARK
TINY TOON ADVENTURES
TOY STORY
TRUE PINBALL
VECTORMAN
VIRTUA RACING
WORMS
X-MEN
X-MEN 2

MEGA GAMES

20.99

MEGA CD

ECCO THE DOLPHIN
FIFA SOCCER '96
FIFA SOCCER '97
INTERNATIONAL RUGBY
JAMES POND 3
JOHN MADDEN '96
LETHAL ENFORCERS
LETHAL ENFORCERS 2
MICRO MACHINES
MICRO MACHINES MILITARY
MORTAL KOMBAT 3
MORTAL KOMBAT TRILOGY
NBA JAM TE
NBA LIVE '96
NBA LIVE '97
NHL '96
NHL '97
NHL HOCKEY
PGA TOUR '96
PGA TOUR '97
PRIMAL RAGE
ROAD RASH 3
SENSIBLE SOCCER '96
SONIC CD
SUPER KICK OFF
SUPER STREETFIGHTER 2
THEME PARK
TOY STORY
WORMS
X-MEN
X-MEN 2

PlayStation + Controller & Demo CD ...179.99
PlayStation + Controller & X-Com 199.99
PlayStation + Controller & Allen Trilogy ...209.99
Goldstar 3DO + Controller & Fifa Soccer 99.99

ALL OUR SONY PLAYSTATIONS COME WITH FREE FAST DELIVERY

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.

• TRIAL MEMBERSHIP ONLY £1 ! MAGAZINE
ONE YEAR MEMBERSHIP: £7.00 (UK) £9.00 (EC) £11.00 (WORLD)
Six issues of our colour magazine NRG delivered to your door. REE gifts
Hundreds of amazing software and special Reserve hardware deals
Membership secretary to help you. Our regular club magazine
Reviews, charts, competitions, previews, release dates, gossip
Hundreds of pages of information and reviews all in one magazine
Join by phone, fax, mail or over the internet. Subs and Software direct. Hints
Reserve Discounts at Sandringham with up to 40% off Premium Brands
No Quibble money back on your first purchase. Full club rules available by return

Overseas orders must be paid by credit card
Mail Order Members Only. Trial membership only available to the UK mainland
Overseas surcharge £2.00 per software item or 25% on other items

BLOCK CAPITALS please
Name & Address

SEGA SATURN MAGAZINE

Postcode
Phone No Machine
Enter membership number if applicable or MEMBERSHIP FEE ANN 1st £7.00
Item
Item
Please use this box to add any optional fast delivery charge
1st Class Post 50p per posted item or £3 hardware
Cheque / P.O. / Access / Switch Card No. + POSTAGE & PACKING
Switch Issue No. Expiry Date
Signature
Cheque P.O. Access Credit Range Switch Value £

Mail Order address:
Sawbridgeworth, Herts, CM21 9PG
Sales: Opening hours as above. Inquiries: 01279 726842
Prices and offers may change without prior notification. Sent to press 25.10.96 E.&O.E.

Mail Order address: Chequers payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, ESSEX, CM21 9PH

SAVE £££££ s WITH OUR NEW SATURN PRICES

SATURN + CONTROLLER 188.99
SATURN + VIRTUA FIGHTER 2 214.99
SATURN + PANZER DRAGOON AND VIRTUA FIGHTER 2 .... 229.99
SATURN PRO PACK 217.99
PRO PACK INCLUDES COMPETITION PRO JOYPAD AND HIGH CAPACITY MEMORY CARD AND FREE FAST DELIVERY

MEGADRIVE DEALS FROM JUST £69.99

MEGADRIVE 2 + EURO CLUB SOCCER AND 2 SEGA CONTROL PADS 89.99
MEGADRIVE 2 WITH SIX GAMES AND 1 SEGA CONTROL PAD 89.99
INCLUDES WORLD CUP ITALIA 90, GOLDEN AXE, STREETS OF RAGE, REVENGE OF SHINOBI, SUPER HANG ON & COLUMNS
MEGA CD 2 WITH ROAD AVENGER 99.99
ALSO PLAYS MUSIC CD's (DOES NOT INCLUDE MEGADRIVE)
SEGA 32X EXPANSION MODULE 89.99


MEMORY CART

SEGA CONTROL PAD

ECLIPSE PAD

MEGAPAD X

GUN (MEGADRIVE)

DUST COVER FOR SATURN 7.99
LIGHT GUN (SATURN) FOR VIRTUA COP 24.99
8 MB MEMORY CARTRIDGE FOR SATJPN 25.99
SEGA 8 BUTTON CONTROL PAD FOR SATURN 19.99
RF INTERFACE FOR SATURN 19.99
SEGA RF UNIT FOR SATURN 21.99

SEGA ARCADE RACER STEERING WHEEL FOR SATURN 49.99
ECLIPSE PROGRAMMABLE PAD FOR SATURN 19.99
COMPETITION PRO EXTRA JOYPAD FOR SATURN 17.99
QUANTUM JOYPAD FOR SATURN 16.49

SAITEK MEGAPAD X FOR MEGADRIVE 13.49
SIX BUTTON JOYPAD WITH AUTO FIRE AND SLOW MOTION
LIGHT GUN (MEGADRIVE PLAYER 2) 17.99
MAINS ADAPTOR 14.99
LOGIC 3 SPRINT PAD SG FOR MEGADRIVE 9.99
WITH 4 SPEED & SLOW MOTION
SEGA UN VERSAL MAINS ADAPTOR



THE ADVERTISING STANDARDS AUTHORITY 2 TORRINGTON PLACE LONDON WC1E 7HW

HACKS/TIPS/CHEATS/CODES
WIN AT CONSOLE GAMES
WITH THE
CONSOLE HELPLINE

0891-318-400 .....NEW ON SATURN LIVE & WELL!
0891-318-401 .....PLAYSTATION CHEATS / CODES / HELP
0891-318-402 .....PLAYSTATION / DOOM LEVELS, HELP, CHEATS
0891-318-403 .....EARTHWORM JIM II / CHEATS , HELP ETC
0891-318-404 .....MEGADRIVE CHEATS / GOLDEN AXE
0891-318-405 .....SONIC I & II HINTS, TIPS, CHEATS
0891-318-406 .....GOT A MODEM? CALL THIS NUMBER FOR 1000'S OF CHEATS
0891-318-407 .....NEW RELEASE LINE, CHEATS, HELP & TIPS
0891-318-408 .....MEGADRIVE CHEATLINE (LOADS OF GAMES HELP NEW)
0891-318-409 .....SEGA SATURN CHEATS, TIPS, HINTS
0891-318-410 .....SEGA SATURN (LOADS OF GAMES HELP NEW)
0891-318-411 .....PLAYSTATIONS 100 CHEATS & TIPS THE WORKS
0891-318-412 .....GOT A MODEM? CALL THIS NUMBER FOR 1000'S OF CHEATS
0891-318-413 .....MORTAL KOMBAT III, CODES, CHEATS, TIPS & MOVES
0891-318-414 .....CHEATS FOR THE NINTENDO 16/32 BIT CONSOLE
0891-318-415 .....MORTAL KOMBAT II, CODES, CHEATS, TIPS & MOVES
0891-318-416 .....PLAYSTATION NEW RELEASE CHEATLINE
0891-318-417 .....NEW!! LOADS OF HINTS, TIPS & CHEATS FOR THE 16M PC

NO MUSIC, WAFFLE & TIME WASTING, JUST STRAIGHT TO THE HELP.
PLEASE HAVE PEN & PAPER READY FOR INFO.
NOW AVAILABLE CHEATS BOOKS (£10.99 EACH)
CALL 0891-318-420

IF YOU ARE UNDER 18, PLEASE ASK PERMISSION TO USE THIS SERVICE. CALLS COST 39p CHEAP & 49p PER MIN PEAK
HOME GROWN PRODUCTIONS LTD, PO BOX 193, HAYES, MIDDX.

Exclusive FIRST LOOK At Saturn Fighting Vipers!!

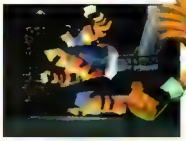
SNAKE EYES

Sometimes it's easy to forget just how many amazing Sega coin-ops are around at any one time. Their latest beat 'em up success is just around the corner for Saturn owners. We got these shots through just before going to press and just had to get them in the mag.

In the midst of the current frenzy surrounding the news of Virtua Fighter Kids and Sonic Fighter – both as coin-ops and the revelation both are on their way to the Saturn – it seems that we've forgotten that Fighting Vipers ever even existed. But it does, and it's absolutely great. We'd know as well, because we've played it loads in the arcade around the corner from work, and as a result we're know absolutely thrilled to see the latest pics of the 32-BIT home conversion of one of our favourite Sega title. We're not just saying that, either. We mean it from the bottom of our giant shared heart which we keep in a tank of formaldehyde. Well those little workaholic beavers over at Sega have been slaving over a hot computer for the best part of this year readying their Fighting Vipers console invasion.

If for one second you doubt our passionate affection for this game, may we beg you to peruse the shots spread across these pages. All of them come from the official Saturn work in progress version which Sega have kindly allowed us to get a butcher's at because they knew it would make us happy. In a similar frenzy of benevolence we're now letting you, our beloved reader ship, have a good gawp for much the same reason. Because we think it'll make you happy, and that's what's important.





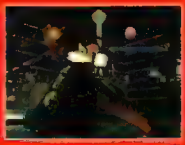


And we believe them.









GET ON THE SNAKE

If you're not familiar with Fighting Vipers you obviously haven't been inside an arcade for some time. Made, like Last Bronx, as a kind of off-shoot from the Virtua Fighter series, Fighting Vipers features some outlandish and generally smart characters engaged in a spot of single combat. Picky is everyone's favourite – he's this little kid on a skateboard with some of the coolest moves seen in any beat 'em up. However, all the other participants are of roughly equal skill and power – although their fighting style and tactics vary wildly. It was originally thought Fighting Vipers was being developed as a kind of Junior Virtua Fighter for younger players, but this rumour was proved more than unfounded when players actually had a go and experienced the depth and frenzied pace of the final game. After the spectacular job Sega did on Virtua Fighter 2 we're especially looking forward to Fighting Vipers here at SSM.

DODGE VIPERS

Like every other game on the face of the planet these days, Fighting Vipers has a bit of a gimmicky twist to it to get players interested. However, unusual though this may sound, it's nothing daft or superficial. Each fighter in Vipers starts the bout fully swathed in armoured clothing. The efficiency of this armour varies from character to character, but all areas of all combatants start out protected however, as each region takes more and more damage the armour wears down, until bit of it area eventually smashed right off the player's virtual body, leaving zones about your person more vulnerable to damage. Obviously, Saturn FV would look a bit silly without this element, so you should be glad to learn that it will appear in its entirety, although we're unsure as to whether discarded items of armour will remain cluttering up the floor of the combat arena. This graphical fol-de-rol may be sacrificed for faster processing speed.



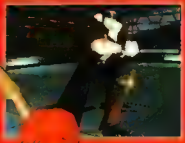
...And that looks like Dick Turpin, who did too!



...And that looks like our officer.



Blimey! It's the SSM fighting game! Shame!







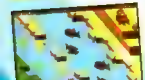


To be *this* good takes AGES

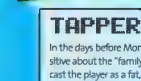


Believe it or not, the ancient 8-BIT Master System wasn't Sega's first hardware leap into the front rooms of the world. Prevalent as they are in this climate of cutting-edge cyber-technology, Sega have been hanging around peoples' houses since 1982, when they pioneered the Turbo Drive Module. This sounds like some kind of NASA space engine, but was in fact a steering wheel concept peripheral for the CBS Colecovision console. It featured a wheel mounted on a "dashboard", along with a Colecovision hand controller to act as a gearstick and a cute little accelerator footpedal. One compatible game (Turbo Driver) was provided with the unit, and Coleco promised more to follow. They didn't.





Having had their fingers (and possibly toes) burnt by the Turbo, Sega retreated to the more familiar territory of making games for the arcades and handling conversions of all their major titles to every console on the market at the time. And what consoles they were – behemoths such as the Atari VCS, and Intellivision, along with the new wave of home computers, machines with keyboards that well-parents preferred for their "educational" value, like anyone ever bothered programming them. It wasn't until '89 that Sega returned to the home fray, riding a wave of popular arcade games including Enduro Racer, and OutRun. But there's still a whole generation of 2-BIT Sega classics lying dormant, made back when computer games were still a new frontier, when any game that had more than one screen of action was an instant legend. Mankind had not seen their like before or (thankfully) since.



TAPPER

In the days before Mortal Kombat and Doom parents and censors were far more sensitive about the "family" nature of games. Tapper, an oft-forgotten slice of excellence, cast the player as a fat, sweaty moustachioed barman serving thirsty customers big foaming pints of... erm, soda pop. Hmm. Behind this thinly-veiled premise lay a frenetic race against time as Tapper ran to the soda fountains, filled up empty glasses and slid them along tables to the waiting (and impatient customers). Like most games of its age (1982) Tapper was simple in concept played on single static screen, but it was ace







THE COLECO YEARS

Sega, premier arcade developers of the primitive games wilderness, made quite a decent impact on the Colecovision crowd. Most of their coin-ops found an eager home audience on the CBS machine, sold in cardboard boxes featuring the tag line "JUST LIKE THE REAL ARCADE GAME". Not too difficult in those days, admittedly. Although this epithet was bizarrely missing from the cover of one-submarine-against-an-alien-invasion cart Subroc. Perhaps that's because it wasn't just like the arcade game. In fact, it's simplistic aim-fire gunsight gameplay was pretty limited, even though the graphics weren't bad. However, games like Zaxxon, Space Fury and Carnival were ace. Carnival was one of the least-right-on games ever, placing you in a fairground shooting at rabbits, ducks, owls and dancing bears. Carnival would never be launched these days, Space Fury was slightly more agreeable to the fur-sensitive players – it was a kind of Asteroids clone where players shot flying bits of machinery **before they were able to join together into space ships and shoot you down. None of these titles may look like much today, and indeed they aren't, but back then they were the dog's knees.**

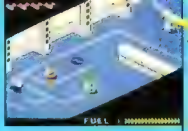


Wow. They don't make them like this anymore. How terribly sad.









Grrrrrrr. I'm from the follow-up, Super Zaxxon.

FEATURE

ZAXXON

Zaxxon is the stuff of which reputations are made. It was a breakthrough shoot 'em up played in 3D forced perspective – a totally new concept back then. The combination of screen depth and altitude control amazed players, and it quickly became one of the most popular arcade titles going. Zaxxon conversions reached just about every machine going, from the Atari to the Commodore 64, and the forthcoming Saturn title Viewpoint bears a startling resemblance, in essence if not in graphical quality. Luckily

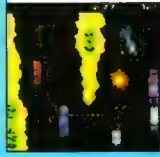






SPY HUNTER

Ask any sad old gamesplayer like ourselves what Sega's best game ever is and the answer will always be the same – Virtua Fighter 2. If you'd have asked us the same question ten years ago, however, we would have said "Why Spy Hunter of course... the amazing high speed shoot 'em up where you control a transforming sports car speed boat armed with missiles, machine guns smoke screens and oil slicks where you, the player, must blast through numerous mission laden with evil enemy cars, boats and helicopters – it's just the best game in the whole world" Which it was



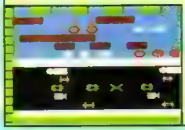


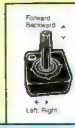
THE NAMES THEY ARE A-CHANGIN'

The Sega logo is one of the most familiar in gamdom. But it wasn't always that way. Well, it sort of was, but it has changed over the years. It started out as "Sammy and Seventies looking, in the mid Eighties it changed to the fatter block script we're used to today, but it wasn't until the end of the decade that they added the bounding outline with surrounds the script now.

FROGGER

Everyone knows about Frogger, even your dad. Next to Space Invaders it's probably the most famous game in history. Guide your frogs back to their lily pads avoiding cars and trucks on the road, drowning and crocodiles in the river and nothing else. Alright, so it sounds rubbish now, but try playing it. It's dead hard, and thanks to the tetchy time limit it's constant living-on-your-nerves experience. The graphics were so great the Atari instruction book had to describe what everything was, eg "The red circles that float on the river are turtles" The complexity level is demonstrated by the End of Game panel in the same leaflet "The game ends when no frogs are left"













Kill as many poor endangered bears as possible in Carnival, but don't let PETA catch you.

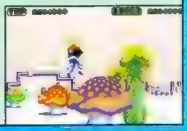


RETRO CLASSICS

Judging by the letters we've received at SSM there are loads of people out there gagging to get their hands on knocking-on-a-bit Sega arcade conversions. The three on their way to the Saturn right now are the famous Space Harrier, Afterburner and OutRun. In their day these were meisterworks. For starters, they all had novelty moving cabinets – people would travel literally hundreds of yards to seek out the full monty hydraulic Ferrari replica OutRun sit-in cabinet, let alone the turn-you-upside-down Afterburner machine. Sadly these add-ons are unavailable for the Saturn as yet, but the playability remains awesome. Yeah yeah, you may scoff, but without Harrier there'd be no Panzer Dragoon, and Sega Rally doesn't even have as many courses as the fabulous OutRun (which also allows you to choose your route through the game at each checkpoint)





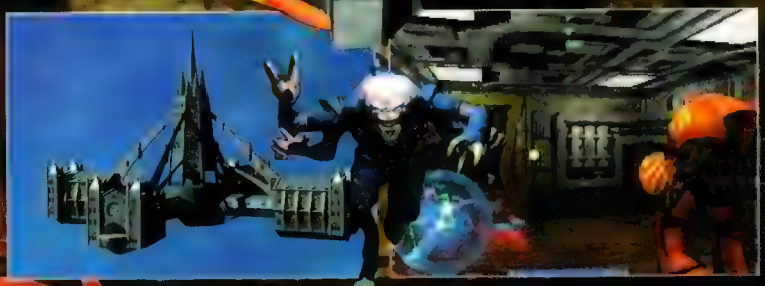



HULKA
HULKA
BURNIN' LOVE

SPACE HULK

Only one thing beats a bit of alien blasting, and that's loads more alien blasting. Space Hulk has got alien blasting coming out of its armoured little ears, and it wants THEE to experience the full delights. Come fly with us into space as RAD proffers the low-down on the GORE MARATHON...

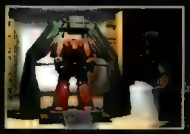
Hi readers, Trevor Arkhamasylum here, but you can call me "Dick". Everyone else does. The kind SSM staff have asked me in to explain the fascinating hobby of "role-playing games". Now you may scoff about RPGs (as we may as call them) being for lonely saddoes– but you need to people to play them with. Not like your computer games, where you just sit in your bedroom on your own playing against no-one and writing down your highscores in little books and giving your computer little pet names like "Bunnykins". Ha. No, you need friends to play RPGs, you can't play them by yourself. Unless you take both sides in wargame ones, but that's not sad because the luck of the dice means you can never predict the outcome of your own strategies, naturally. Not that I'd know of course. I've got lots of friends. Anyway, the reason I'm here is to explain the rudiments of Games Workshops' Space Hulk, so you can better understand the new computer game based around its "mythos". They had to make it into a computer game, because you lot probably can't understand proper rules like RPGs have got. In fact, you probably can't even read this. Ah ha ah ha. So without further ado, and speaking slowly and loudly so you can understand me, on with the lesson.

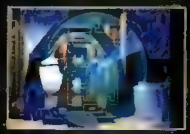


Space Hulk is set in the year 20304698, when man has made his glorious conquest of the stars. Now the Earth is ruled by seventeen "houses" of power, each of which is divided into twenty-two "reichs", each of which governs forty-one "member states". Each of these member states employs armies of Imperial Marines (there's only one Emperor, though – he's Claudius Nero Prostate III, the Mad Monk of Lucretia, he's only got one eye and he went mad after witnessing a dog being born when he was three. He rules the galaxy with a dread fist), and all the Marine armies have different names. My favourite is the Gristle Angels, because they've got nice white uniforms, with black, red and yellow trim. Their commander is Savlon IIX.

Anyway, as well as all the Imperial forces there's this rebel army called the Scabies Troop who are commanded by David Hasselhoff IDXXXXX. They're not in the game, but you need to understand the political intricacies of their Angling Rights Treason to know what's going on... waffle waffle blah [Edited by SSM for reasons of sanity preservation]

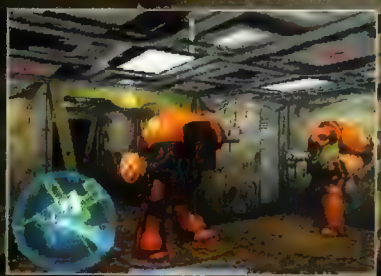
And then there's these aliens called Genestealers, and they're trying to destroy humanity. There's this big space ship full of them hurtling towards your home planet of Devlar III. You and your Marine buddies have to run around the giant Leviathan Class space cruiser and kill them all before they land and devour everyone. I know that might sound a bit complex, but you could at least try to understand.





HI SIR, WE'RE YOUR PALS!

You are not alone. Michael Jackson said that in a song, and some aliens said something like that in Close Encounters of the Third Kind. Now we're saying it about Space Hulk which, despite the lack of a two-player option, still provides company for your Marine Commander. A squad of Terminator Marines accompany you on each mission, but whilst they're extremely rock hard they're also a bit thick. Which is why they need YOU to tell them what to do. Learning to position and instruct your troops correctly is the first rule for success in Space Hulk, which relies as much on strategy as blasting. Almost. There's still loads of blasting, but you have to know how to minimise the odds against you by properly deploying your forces. This is probably the trickiest bit of the game to get to, but it's one of the most rewarding when you know what you're doing.



Yeah, they're friendly Terminator Marines. And don't they look absolutely gorgeous? If you see these down the youth club you'd probably buy them a couple of drinks. Or they'd shoot you.



This here is one of them thar Genestealers in an earth-shattering close-up. Ew. He's obviously in pain. Or perhaps it's a she. Anyway, your job is to kill all of these blighters. So step to it, you terrible little man.

I WANT TO DRINK YOUR GENES!

You might think "We're all the same under the skin, how come we can't just sit down with the Genestealers, have a couple of drinks and sort this out without recourse to shotguns and chainsaws?". Well there's a traditional Genestealer hallo which explains it all quite succinctly, as we shall demonstrate.

"Oh alien, alien, won't you marry me with your mandibles, clasped hand drum?

Oh no sweet maid, I cannot marry thee, for I have no genes of my own. So I must wander the galaxies marauding and slaughtering in order to gestalt myself with fearful otherworlders. Thus I shall become a terrifying and grotesque assumation of both our finest form.

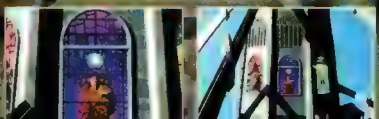
So off she went to her grandfather's house, and brought back many genes of the very very best etc etc."

You see, these Genestealers are vile and evil and kill for fun and profit. The only way you'll settle this like gentlemen is by settling it like aggressive gentlemen armed with big laser cannons and sharp pincers. So, to aid you in your quest to kill, here's a little rundown of what you can expect from your enemies.

GENESTEALERS: There are the full-on, unreconstructed alien monsters from hell. They've got four arms, two of which are like forearms. All their arms are armed with sharp hand-gouging claws, tiny versions of which are replicated in their heads and are known as "heads". They are fast, ugly and very hard to kill.

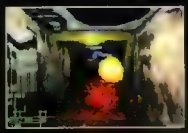
GENESTEALER HYBRIDS: These are Genestealers that have stolen some genes. The particular ones you find in Space Hulk have nicked human DNA, so look slightly more approachable. But still purple, and loaded with claws. These ones aren't quite so fearsome and ugly, but they are smarter and may even outwit you.

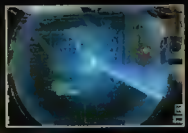
BLOKES: These blokes are Marines who have turned to the evil (they're a bit like the Dark Side of the Force) and are under the command of David Hasselhoff IDOOOOX. You can tell they're not your own troops because they're not wearing their full armour. They must be killed.



YOU'LL NEVER LEARN

Someone once said that experience is the best teacher. Most likely several smart-arses have since used this as an excuse when caught skipping Chemistry lessons to ferment potent homebrew. Well Imperial Marines know the true wisdom of this epithet. As they fight they learn more about both scrapping and their opponents' abilities. This generates Experience Points – like in a proper RPG but without all the paperwork. As you Marines earn more experience they get better in combat, especially in close-up hand-to-claw situations. Which means there's nothing to be gained from hanging around the back the whole time, you coward.





INSTANT DESTROYER AND KILLER

One of the reasons Space Hulk is so popular with the anaemic mole-like people who seem to play "combat strategy" RPGs is that it has a huge arsenal. That's not like a big football team towering monolithically over the world, it means loads of different guns. Which should also endear it to bloodthirsty video gamers too. Before each mission you're able to tool up from a selection of heavy duty arms, from Bolt Throwers (machine gun things) through flame throwers to chainsaws, each of which has its own advantages and ammo requirements. There's strategy inherent in this too, as chainsaws are useless at long range, and a grenade launcher is no good when a Genestealer is chewing on your nose



I SHALL CURE THEE

The good thing about the future is that [illegible] can do everything. Now if you're one of those Luddite types afraid of [illegible] this might sound like a recipe for total redundancy [illegible] race leading to our extinction. But those kooky Imperial Marines would disagree, because that same technology happens to be saving their hides. Not only does their ultra thick cybernetic armour protect them from lots of damage, it also [illegible] effects of devastating attacks, given enough time. [illegible] function built into each suit which activates when the unit is not under attack, slowly healing the wearer and the outfit itself. So try to find a quiet spot after a fight and lick your wounds. Not literally, obviously, or you'll get a horrible metal taste in your mouth.





FREEZE, GODDAMN SUCKER

When Alexei Pajitnov first developed Tetris and went off for a cup of tea, he noticed something – he could just look at his paused game and work out where to place the next shape without worrying about time. "Right," he thought "I'll sort that out", so he made the screen go blank when the game's paused to stop himself cheating. Space Hulk, having a strategy element, time limit and extreme combat situations, does something similar. However, just to be fair on slow-witted gamers such as the SSM team, there is a function known as Freeze Time. This allows you to halt the game for a bit of a think without losing your knowledge of what's actually happening. Sadly you're only granted a limited quantity of Freeze Time per game, so use it wisely. Not when you're going to the loo.



CLASSIC BATTLE MODE TOO!

[illegible] are notoriously tricky things. You'd reckon there wouldn't be much to [illegible] not [illegible] bags and posh! Bacon and [illegible] breakfast. Well that's where you're wrong. It's a long [illegible] messy business. Space Hulk, having based [illegible] almost [illegible] upholds the tradition by having [illegible] and millions of missions. Actually, not millions, we just said [illegible] and sounds nice. But there are loads. You start [illegible] missions, which are fairly easy and just allow you to [illegible] the [illegible] of positioning your troops [illegible] you and your squad tackle [illegible] certainly nothing easy in that. If you're really real [illegible] Famous Missions missions, classic scenarios believe how much work this game takes to complete.

[illegible] BE DEVOURED IN NEXT MONTH'S ISSUE

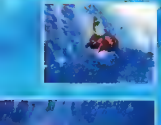
NiGHTS on Earth

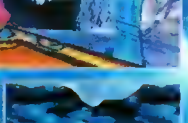


NiGHTS is the game of [illegible] in more ways than one. Once again SATURN MAGAZINE news on its development...

Blimey three months ago we didn't even know about the existence of NiGHTS and now here we are with our third Showcase on the merry little blighter and his spectacular looking game. Excitement about NiGHTS is building to fever pitch amongst Sega players across the globe, and quite rightly, because it's sure to be a stunner. In true SSM tradition we've got hold of tonnes more pictures, along with more information wrenched straight from the clenched mouth of Sega of Japan. The rapid speed of progress reported last month has been maintained, and the team are confidently expecting to meet their originally stated launch date.Thanks to the Herculean endeavours of the programmers there's plenty new to see this month, from new character abilities to fresh levels. So stop reading this bit and have a look at the pictures. >>

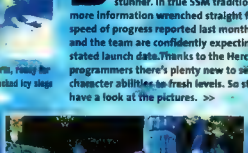


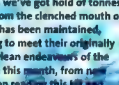




(LEFT) NiGHTS in his toboggan form, ready for a quick bomb down the bonus-packed icy slope run of his lovely game.













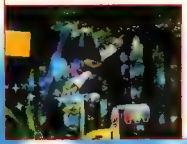
KNOW THE DRILL

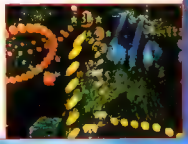
In the earlier versions of NiGHTS we saw the juvenile protagonists were ill equipped to deal with the Nightmarean hazards awaiting them. That's partially because the Nightmarean hazards were awaiting a long way away having not been invented yet, and also because the authors hadn't programmed their full capabilities. Well we're not sure if Claris and Elliot are quite finished, but they do now have an attack. It's tentatively titled the Drill Dash, and it's fairly easy to guess how it works. Push the right button and your bloke (or blokess) performs a turbo pirouette, speeding forward into foes and bashing them out of your dreams.NiGHTS has picked up a new skill too. He can now destroy enemies more quickly by grabbing onto them and looping around, using his opponent as a lever. This saves performing a whole big Paraloop (the new official name for the fly in-a-circle-and open-up-a-vortex attack detailed in issue 7).

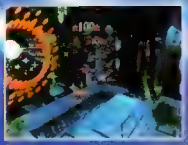


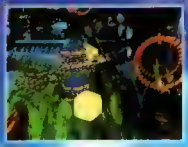
LAST TRAIN TO TRANSLUCENT

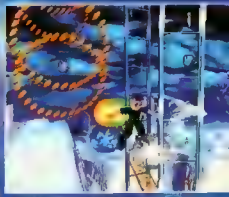
All those doubters who said that the Saturn can't handle proper translucencies can just go and bally well eat their hats, because NiGHTS shows that this lovely effect is fully within the reach of the Sega machine. Don't believe us? Well check out the shafts of sunlight leaking through the trees in these shots Does that look all pixelly and blocky to you? No it doesn't. And anyone who says different is a liar. Of course, this isn't the only innovative graphical effect visible in NiGHTS, but it's certainly one Saturn owners will be pleased to see at last



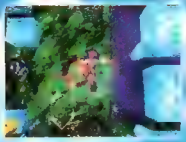


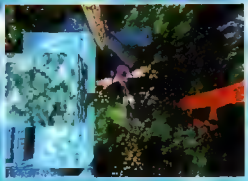


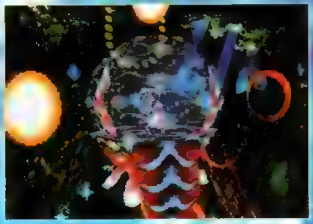




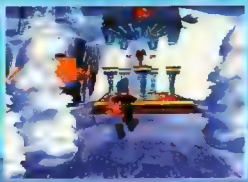
architecture, obviously in an attempt to find extra ides-earning bonuses. (ABOVE LEFT) NiGHTS, himself on a bit of a bonus trail, attempts an assault course designed to test the player's flying prowess. A bit like a driving test.

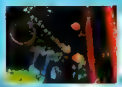








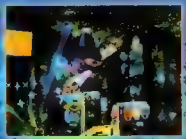




If NiGHTS doesn't pull out of that dive he'll bust his nose on the floor. If he had a nose. Which he hasn't.









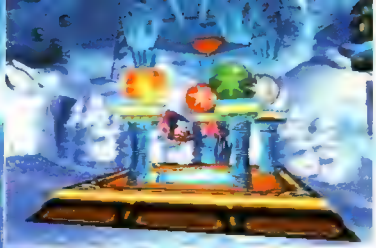
UP THE WOODEN HILL TO SLEDFORDSHIRE

One element of the game we sadly don't have any shots of is the Bobsled Bonus This sub-game comes into effect at the end of Elliot's Frozen Bell level (detailed elsewhere) and possibly in other unknown parts of NiGHTS. The viewpoint slides behind NiGHTS himself, who lies face down on an icy slope and bombs it down at high speed, collecting bonuses on his way. We'll have more Bobsled information and pics (hopefully) next month.



TURNAROUND... NAAAH

The kids have obviously been working out, because they've become far more agile since we last met them. Along with their new-found attacking capabilities they've also found a way of changing direction more effectively, although only when in NiGHTS form. As NiGHTS dashes past a large object, such as a tree, a touch of a button has them reach out their arm, grab the item and twist around it without losing speed



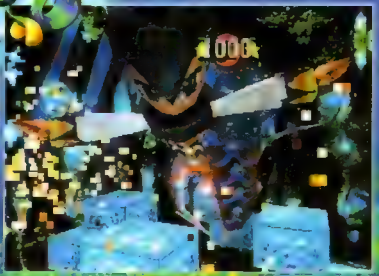


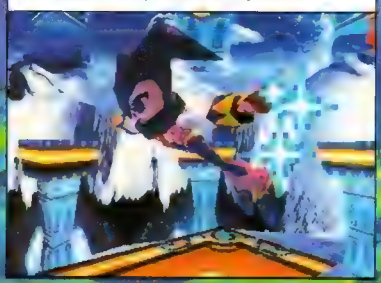
NiGHTS flying around the Frozen Bell, and it looks like he's just built a pretty snowman. Isn't that sweet. I'm looking forward to Christmas. Hope I get lots of presents.

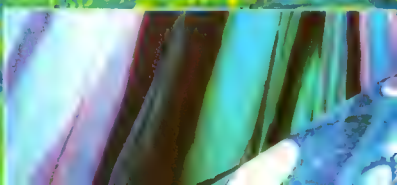
(ABOVE) Well that doesn't look like a very warm place, I have to say.
(BELOW) NiGHTS swoops right in to the camera in a vision of extreme close-aptitude, without pixelating or anything. He's a friendly sort. He just wants to say hello.

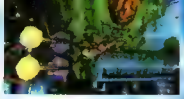
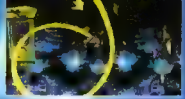
JUST LOOK AROUND

We thought we'd seen the extent of NiGHTS' camera-play by last month, but it transpires we were mistaken – NiGHTS is set to have more viewpoints than Anne Robinson's postbag. It's now known that certain sections of certain levels use a top-down view, and the close-up facility has been expanded (or narrowed, technically) to zoom right in on the action. You can even watch things from right in front of your character's face, as shown by these detail-rich pictures. It's absolutely awesome



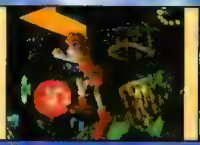
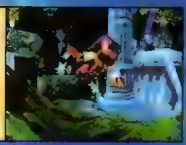


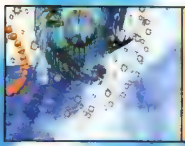
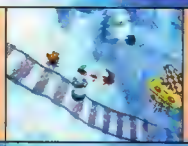


[illegible] VALLEY: The Island

They say: The world of hills, with greens and waters. It is a beautiful world, shaped from the image of Claris' ideal, her father. There are lots of brooks and waterfalls from the melting snow. There are also steep, rocky slopes, giving added beauty of the nature. Fell the wind that breezes through the mountains, and learn the flights of the NiGHTS.
We say: *This is a Claris level we've already seen, and very nice it looks too. Very pretty indeed.*

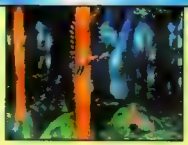
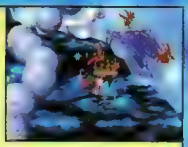



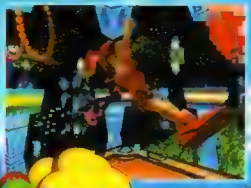
FROZEN BELL: The Consciousness

They say: The world of hills, covered with snow. It is the world shaped from Elliot's consciousness deep inside. Climb up and slide down the steep slopes of the snow-covered mountain. There is a bobsled at the end for you to slide down.
We say: *This level will be familiar to anyone who's read our previous NiGHTS Showcases, but new features – such as igloos and snow balls – are now in place.*

[illegible]

They say: A world, created from the fusion of quiet forest with street signs, covered in dense mist. It is a world that is created by Claris' subconscious to her spirit of inquiry. It has many locations with mystic sensation, such as Ruins deep in the forest, mist that occasionally covers the space, and swamp that will pull anyone that gets lost. They say that there is a beautiful cavern deep underground...
We say: *This level features the terrifically-named Forest of Maze (sure to change) and the Swamp of Temptation. It also contain the first top-down section, gorgeously translucent mist and lots of secret switches and hidden bits.*


[illegible]

This is Sega's new NiGHTS pad. It's got a weird second D-pad above the regular one. Players flick between them with the switch at the bottom, to control NiGHTS and the kids better. More on this next month, dudes.





MEAN
MACHINES
SEGA
SPIN ON THIS
SONIC ON SATURN AND
MEGADRIVE IN MEAN MACHINES
ON SALE NOW

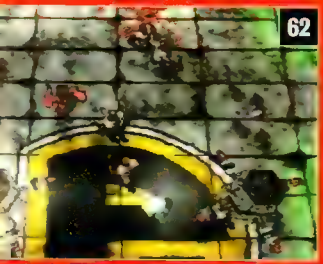
SEGA SATURN

Review Index

Call forth the lightning axe! Let us gather in vast steadiness about the world! Let our finite mistakenly punish the sin in malice! For we are one and this is Book!
Wrights! Someone turn that Loaded music down, it's annoying me! And you, all those spaceship bullet and gun and strange arcade-dressing machines. Oh well, that's modern life I suppose, and the main review as a matter of fact, as for the rest of the reviews, it's a bit of a mixed bag, in fact, you can see for yourself over the next twenty pages. Enjoy!



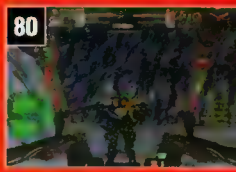
LOADED	62
THE NEED FOR SPEED	64
[illegible]	66
BIG HURT BASEBALL	68
[illegible]	70
GUNGRIFFON	72
[illegible]	74
STRIKER	76
VIRTUAL OPEN TENNIS	78
GHEN WAR	80

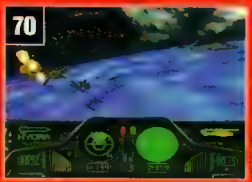


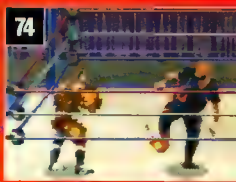


















BY GREMLIN
PRICE £44.99
STYLE MASS DESTRUCTION
RELEASE JULY

Life in the Big House isn't all Ronnie Barker and grouting a snouty, that's for sure. See what really happens on the inside (in an alternative future) with Gremlin's Jailbreak Rock...



It's a really good job The Sun hasn't noticed that Loaded exists yet, because otherwise there'd be trouble. The premise itself is a bit of a give away, so to the content of the game – take control of a heavily armed psychopath and have them blast their way out of a high-security prison, killing everyone from the guards to equally disturbed incarcerees in their padded cells. Explosions and blood ensue. Of course, us gameplayers know there's nothing wrong with a bit of violent brutality – it's stress relieving, it gives you an insight into psychopathy etc – but Loaded is actually the most existentially rewarding title so far. As each of your foes is destroyed, their bloody remains are left plastered to the floor. Once you've killed just about everything in a level and are wandering around looking for the exit you're confronted with the shocking results of your actions. The sensation of guilt provoked by gazing at the charred corpses of innocents dead by your own hands has profound redemptive qualities, surely meaning no player of Loaded would ever commit an atrocious crime ever. And anyway, you're supposed to be over 18 to play it.





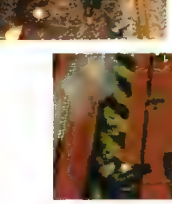
As you might have surmised by this point Loaded is an action game. It's a sort of cross between Doom and ancient Atari coin-op Gauntlet. The proceedings are viewed from an isometric/nearly top down perspective, and your job is simply to guide your chosen protagonist through the various maze-like levels of chokey, blasting everyone to bits and searching for the exit. A confrontation with the gargantuan prison overlord awaits at the end and signifies the termination of your porridge. And that's it.

So you'd think Loaded is just a simplistic blast-a-rama with none of the subtlety demanded by today's gamers, and you'd be half right. There really isn't much to feed your brain in Loaded, but there's plenty of killing and mayhem, and your reactions are in for a sore testing at the multitudinous hands of the prison inmates, wardens, laser-outposts, bosses and other terrors. Your eyes are also in for a sore test thanks to the "atmospheric" use of lighting which plunges most of the game into near-total darkness and is illuminated by muzzle flashes and explosions.

There aren't many games on the Saturn which have this much emphasis on straight ahead killing without the added frippery of a new Next Generation effects. Sure, Loaded has its fair share of 32-BIT beads and trinkets but at its heart it's a non-stop kill for thrills blaster, and a pretty flip good one, at that.

However, I can't give Loaded a blanket recommendation for every player. Obviously, Loaded will find its fans, mostly among the hardcore shoot-'em-up enthusiasts more concerned with body count than gameplay. Success on Loaded is with a programmed, has good control, a huge amount of section of characters and a solid enough level-design, but it's pretty much the same as another. Sure, it gets harder as you go along, and more vicious enemy elements are introduced but the changes remain fairly consistent throughout. This may disappoint those looking for a more imaginative and involving game. If you're in the market for an adrenal-consuming high-mortality bullethon though, Loaded should quench your blood lust.

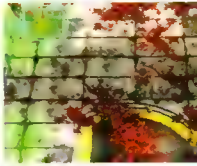
RAD





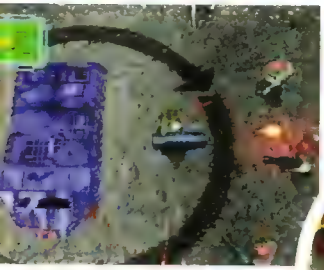
There's no way to get through heavy doors without a pass. Not even with big missiles.





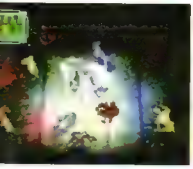
Cap'n Hands surveys the carnage he has wreaked upon countless innocent guards, and ponders the futility of such slaughter.

LOADED





(LEFT) Oh no, there's nothing violent about Loaded. Nope. Er, he's just had an accident with the ketchup. That's all. Nothing gory.



A number of zombie sewer dwellers having a go because they think they're hard enough.



EVERYONE MUST BE KILLED

A simple and brutal classic of violence in the same vein as a pick-axe handle to the head.

graphics	88
sound	82
playability	89
lastability	80
overall	84%





BY	EA
PRICE	£TBA
STYLE	RACING
RELEASE	JULY

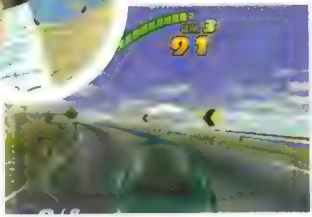
Already doing the rounds on 3DO and PlayStation, The Need For Speed, arrives on the Saturn looking to make up some mileage on the likes of Daytona and Sega Rally. But despite some exciting moments, and a spectacular crash now and then, it doesn't look like overtaking.

When you hit 17 one thing in particular becomes a priority — getting a car in order to embark on a more mature pose technique. Now at last, you're in a position you always used to envy. No more heartbreak at being dumped by your girlfriend for that guy with the Vauxhall Nova, because now that's you!! Or at least it would be if you didn't have to go through the irritating business of learning to drive in the first place, or having to take a test with an instructor that looks like a brylcreemed praying mantis. In fact, when you do finally learn to drive you quickly come to realise that it's often more bother than it's worth. I suppose that's why racing sims are so popular; plenty of thrills and no paying for petrol or speeding tickets. Even the crashes leave you with limbs still intact and functioning. The one thing it won't do of course is win you the favour of your fifth-form sweetheart.







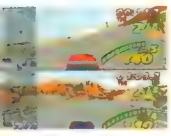


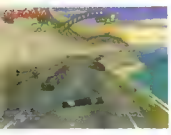
The Need For Speed might have been considered ultra-realistic a couple of years ago but, with the arrival of Sega Rally and a new Daytona game in the pipeline, it's already falling behind in the graphics and animation departments, even though these in themselves are quite respectable. One of the game's boasts when it appeared on the 3DO was that it managed to simulate driving more accurately than any other game. This isn't altogether an enviable boast either. As well as including ten very flash realife automobiles like the Porsche 911, the Lamborginni Diablo etc., The Need For Speed includes lots of stats on each model, pointing out all that confusing stuff like how many horses it has, rates of acceleration, top speeds and so on. This isn't useless info either, each car driving as its statistics suggest and handling in a fashion that's unlike any other Saturn driving game. The problem is that such dedication to realism actually works against it. It feels a little too much like driving which is pretty mundane unless you're zooming around a grand prix circuit or taking to tiny brakeless lanes in a rally car. In trying to keep both the serious driving enthusiast and the lover of manic speed happy, it winds up somewhere in the middle: a lukewarm attempt at both of them.

Among the more exciting elements in The Need For Speed are the crashes which occur with some frequency, especially when you're doing it simply for the thrill. The reason there are so many is because in head-to-head mode you race while all the regular drivers are out going about their daily business. This also entails avoiding traffic cops who'll pull you up if they can catch you and promptly hand over a speeding ticket. Elements like this give The Need For Speed a more light-hearted edge, akin in some ways to Road Rash. If this was expanded on it would stand out as quite a unique racing game. As it is, the 'serious racing sim' persona rears up and demands you respect each car's unique motoring characteristics and be sensible by driving the right way all the time.

So does it satisfy your need for speed? In fits and starts, yes, aided by the chance to take part in some spectacular crashes. Overall though, this game rarely moves out of the middle lane.

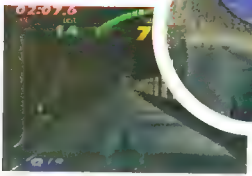
ROB







SEGA SATURN
PlayStation
Try it before
Rent any latest release for jus

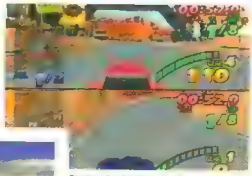


This is the tunnel you'll find on the coastal road. There are lots of different types of tunnels in the game, from the scuzzy metallic city ones to lovely wooden ones in the forest. Ahhh.

THE NEED FOR SPEED



Hey there! This is the in the driving seat view. There are four in all; one flat against the windscreen and two above and behind.

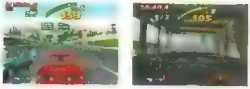


The Need For Speed features a split-screen mode so you can take on pals in the race to become the uber-driver













Nothing particularly wrong with The Need For Speed, it just looks a bit on the dated side, and with a new Daytona on the way, this is one for those with an excess of games cash.

graphics	80
sound	82
playability	76
lastability	72
overall	75%

you buy it.

£3.49 for three evenings

BLOCKBUSTER VIDEO



BY	EA
PRICE	£TBA
STYLE	SHOOT 'EM UP
RELEASE	JULY/AUGUST

Alien invasion - it's the drug of the nation! From the X-Files to the new film, Independence Day, alien fever is reaching millennial pitch. Shockwave Assault decides to throw its oar in with the rest but from the look of things, it's sinking fast.

I suppose you could describe Shockwave Assault as a kind of inter-active movie, although to be fair it's largely gameplay orientated with the FMV cutting in now and then to fill out the plot. Not that the plot needs much filling out. To summarize; aliens have invaded Earth and you must destroy them. And there it is. Naturally you've got a state-of-the-art combat aircraft to help you out, packed to the teeth with an assortment of potent weaponry. But the rest is simply a matter of listening to instructions from headquarters and shooting anything that looks vaguely unhuman. Oh, and there is the chance to share a few gung-ho high-fives with your buddies in the post-conflict FMV sequences. Although you can't really play this part of the game of course.



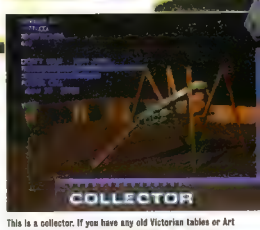
So what is there to the gameplay then? Hmmm, not much really. You're armed with regular lasers, thrusters and missiles which are renewed along with your shields when you fly under certain vessels. You then simply have to control the cross hair in alignment with the aircraft, and shoot the enemies when it targets red. Most of them are either tripod types like something out of War of the Worlds or flying aliens that look like segments of some Sort of

Each part of your mission carries an objective. It might simply be to destroy every alien invader in the area, but more often than not it comes with certain complications like having to protect oil refineries or destroy a ***plan blah*** despite these objectives, what the game comes down to is lots of endless roaming about, targeting and shooting.



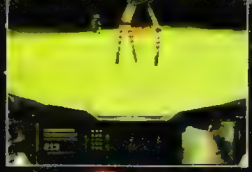


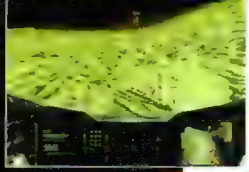
The repetitive nature of the action in Shockwave Assault is one of the factors that contributes to its utter blandness. Although only the odd alien knocking about, you quickly become bored, and the fact that your aircraft seems to by permanently set the OAP speed doesn't help even the proceedings. Shockwave Assault reminds me a bit of Tan Wars, a game that was similar not only in its bland approach to the gameplay but also in its hugely naff FMV elements which are cheese personified. It's not even as if the inspiring graphics make up for the lack of genuine excitement. The texture mapped landscapes (apparently taken from real aerial photographs) look ok, but the alien ships and animation are all distinctly substandard. What's more, the detection on the crossfire isn't always entirely accurate. You might be aiming directly at an enemy but your lasers will be hitting something next to it or in front and behind it. The inter-active elements that come in the shape of other pilots and your commander appearing on the monitor to provide objectives and so on might seem like fun but it is in fact more annoying than anything. If you're shooting civilian buildings for the hell of it, your commander sarcastically points out that "They're on our side" If you're idly wandering about bored out of your skull, shooting at anything, she barks "This is not a game lieutenant" We she's right there at least.

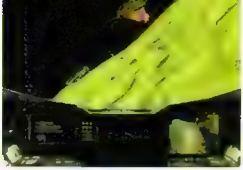


This is a collector. If you have any old Victorian tables or Art Deco statuettes then this chappie might well be interested.

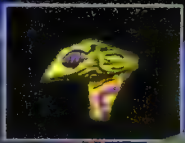
ROB





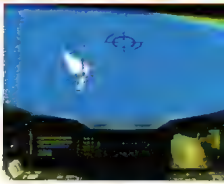


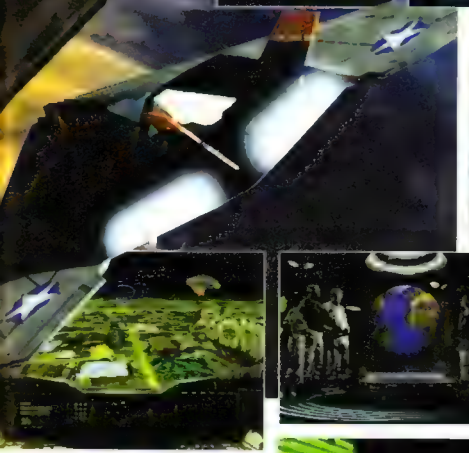
Shock Wave Assault





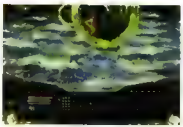
This is one of the alien space craft you can expect to see. Beautiful isn't it. And dead!

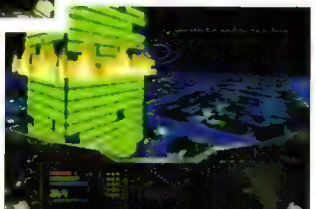






"It looks like we've got a problem here General. We're caught in the 'theapa vortex' on the fringes of the 'actor galaxy'.





Sheckwave Assault is a bit of a disaster all round, what with bland, repetitive gameplay, sub-standard graphics, and the usual dose of naff FMV. You might be into your aliens but this is an invasion to avoid.

graphics	70
sound	72
playability	54
lastability	55

overall **55%**

BY	ACCLAIM
PRICE	£TBA
STYLE	SPORTS SIMULATION
RELEASE	JULY 1996

Baseball bats are usually used for doling out severe beatings in this country. It might surprise you to find out that that's not the purpose for which they were invented. No, they're actually designed to play baseball with. Learn how to put that stick to more humane use with Franky baby...

Grr! Baseball is a hard game! Grr! It's about Big Hurt, taking the pain, wearing warpaint and growling. It's not sissy rounders at all, oh no, it's got nothing at all in common with the game girls have to play at school instead of cricket. And there's nothing soft about having to hold the bat in both hands, as opposed to the single paw permitted in rounders. Heck, baseball is a man's game, and anyone who says otherwise has Frank Thomas to argue with. And Frank Thomas don't have no name like no goddam accountant, you hear me? He's an all-American tickertape-parading sporting hero. Just to prove what a super sports bloke he is, Frank has lent his name to a computerised version of his game for those too weak to participate physically.

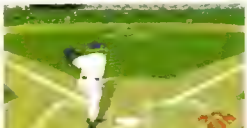


Obviously there aren't many fans of Frank's favoured pursuit in this country, which happens to be the national sport of America. Otherwise there'd be some sort of national baseball league on the telly instead of all this football business. However, don't be daunted by the rules, as they're dead simple. You're out if you miss three pitches or have one hit caught – if you're not out make your way around the four bases hoping you're not caught out by a base person on your journey between each one. The really complex bit comes with the thousands of stats which American sports fans don't seem to be able to live without, all of which are heavily present in Big Hurt Baseball. Indeed it takes about a hundred thousand years to actually get to the gameplay, such is the number of options and stat screens standing in your way.

Once you do get to the action it's a fairly straightforward process anyone even vaguely familiar with any baseball game on any format could get to grips with. Different combinations of buttons and joypad directions produce different throws and swings. Once the ball is struck the camera pans out to a full overview of the field, where the batting team decide whether to run and the pitching team try to get them out.



This is where the trouble sets in. Certain sports not so popular in this country, like ice hockey, can make excellent games, usually because there's a lot of interplay between team members, necessitating a fast-paced use of strategy as much as arcade skill. Baseball is far more straightforward, based on individual athletic ability and giving video games players only one thing to think about at a time. As a result the sport is reduced to a taking turns routine, instead of a fluid ongoing game – which is what makes an exciting piece of software.

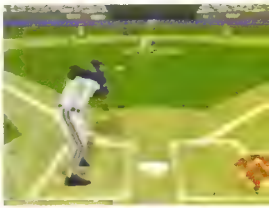


This isn't to say Big Hurt is awful. It's about as good as a baseball game can be. It's just that practically no-one in the UK is going to know who all these players are or care about their fortune on the killing field that is a baseball diamond. If you're one of the initiated few with a baseball interest this is OK, although it's nothing you won't have seen on the Megadrive to be honest, apart from the now-ubiquitous choice of camera angles. The majority of gamers would be best spending their money on something more universally appealing. Oh yeah, and the "commentary" is absolutely crap.

ROB

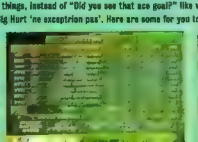


The giant head of Frank Thomas appears as an apparition above the outfield, inspiring his home team to greater glory and striking fear into the hearts of his cowardly enemies. Truly, he is a God amongst computer game-licensed baseball players.



Americans sports fans like their stats, that's for sure. That's why every time you see two people discussing sport in American films they're always wittering on about RBIs and yard averages and things, instead of "Did you see that ace goal?" like we do. Anyway, no American sports game would be complete without hordes of useless figures. Big Hurt 'no exception pus'. Here are some for you to gaze at.







Frank Thomas BIG HURT BASEBALL



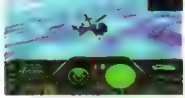
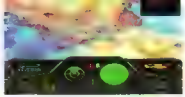
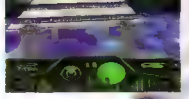


Hit the ball hard enough to send it quite far away from where you stand. This way the fielders will have less chance of "outing" you as you jog about.

Incensed at the giant size of the new baseballs, the baseball union leaders call everybody out.

A fair approximation of a minority sport which probably won't convert any sceptics.

graphics	71
sound	58
playability	64
lastability	51
overall	58%

REVIEW

BY	VIRGIN
PRICE	£TBA
STYLE	SHOOT 'EM UP
RELEASE	JULY 1996

We like helicopters at SSM. In fact, we've even got a plastic police helicopter toy which flies up into the air when you pull on a bit of string at the base. That's how great we think helicopters are. Which is good news for helicopter games.



Helicopter games have long held a fascination for games programmers. Perhaps that's because they grew up weaned on a steady diet of Airwolf and Blue Thunder, heads filled with the potent image of a shiny whirlybird rising into view over the edge of a rocky precipice. Or perhaps they've watched At Play in the Fields of the Lord one time too many and are obsessed with napalming anyone they see. Whatever the reasons it's a safe bet that any new console wandering around on its own looking lost will soon be set upon by a pack of chopper games pulling at its coat sleeves and trying to lead its software collection astray. To continue labouring this analogy, up until now Thunderhawk has been known and loved as the Fagin of helicopter shoot 'em ups, overlord and sometimes inspiration for the junior titles in the genre One such of these is Virgin's new title, Operation: Blackfire.

It's got a rather more intriguing plot than Thunderhawk which concerns the US military keeping recovered alien technology in secret bases. Predictably one of the best military generals decides to steal it and use the new-found power to take over the whole world. Only one man in a comparably ordinary helicopter can mount the covert missions needed to destroy Gideon (for it is he) and his large-army-sized "band" of terrorists with their tanks and their guns and their guns and their bombs.

You've got a bit of back-up from an intelligence team at HQ, who brief you on each sortie you fly. There are three sorties to a mission, and nine missions in the game (making a total of 27 levels, and each of these has a primary target which needs destroying and sometimes a secondary target which needs destroying too. Yep, the emphasis of Blackfire is definitely on blowing things up. The only trouble is that helicopters are notoriously tricky to handle thanks to the number of ways in which they move (turning, sliding up and down etc), so the first enemy you face is your own controls. However Blackfire makes things fairly simple with a straightforward button arrangement, and a choice of definable controls for personality players. Once you've got the hang of flying the Blackfire it's time to take on Gideon's forces. And what forces that man has. Within seconds of starting your first mission you'll find yourself surrounded, assaulted by missiles from every direction. The only way to rescue yourself is to use your auto-targetting computer to arm your many (but not infinite) missiles and bullets whilst hoping you don't accidentally veer into any of the billions of missiles which show up on your radar. Reapeat this evade/destroy continue triptych until all the missions are completed.

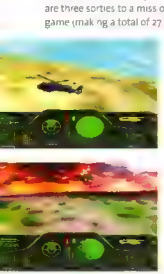
This is basically where Blackfire sets itself down a bit. It seems that the challenge has far more to do with sheer weight of numbers than tactics or geographically inspired strategy. You're not given enough time to pick off foes one by one, you have to wait until you're surrounded and blow up a load of them at once – which sets you up for a fast and untimely death. Once your target engineer computer is blown out of you nose an engine or your steering is conked it's only a matter of time until you take the big dive. The murky texture mapping which looks more like various shades of sick than terrain doesn't add the atmosphere either. Basically, Blackfire is a good game engine saddled with a disappointing level premise. The mission objectives increase in the complexity, but the action required to complete each one doesn't is enjoyable enough for a while but don't expect a classic – or even more than a week's enjoyment.

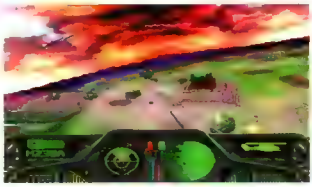
RAD



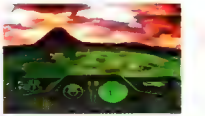
Oh dear – the sky is swarming with evil enemy aircraft. Now would be the right time to use a cluster bomb and run away. Just look at that radar – there's a load more evil enemies on their way. Luckily you don't have to panic because this is just a screenshot.







This mission asks you to destroy a whole gaggle of enemy supply trucks. If you don't get them all in one go they run away and you have to track them down – which uses a lot of precious fuel. The best thing to do is use your big guns to get them all in straight off. Destroy everything!! Ahahahaaa!!!





SEGA SATURN

PlayStation

Try it before

Rent any latest release for just

Operation BLACKFIRE

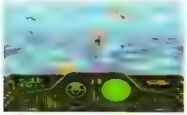




That big missile isn't in the game. It's part of the artwork above. Sorry.



Red sky at morning, three minute warning.



The effects of a big cluster bomb in action. This missiles splits into lots of little missiles which fly in all directions, destroying loads of enemies in one go. And yourself if you're too close. So stay far away, that's our advice. You'll get in to all sorts of trouble otherwise.



DON'T LOSE THE PLOT

The good thing about powerful consoles



A nice idea, but Blackfire doesn't really have what it takes to grab the player's attention for long.

graphics	86
sound	84
playability	78
lastability	72
overall	75%

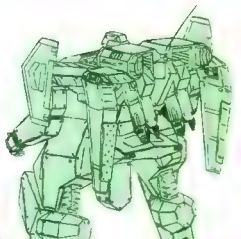
you buy it.

£3.49 for three evenings

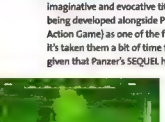
BLOCKBUSTER VIDEO

BY	SEGA
PRICE	£TBA
STYLE	SHOOT 'EM UP
RELEASE	AUGUST

Angry at the world? Why not step into a thirty-foot robot and destroy your neighbours? Can't afford a robot? Then go down the shops and have a look at Gungriffon.



Sometimes it's easy to forget just how long it takes to program a game, although even arcade conversions with all the fiddly design work already out of the way take months. When we first saw Gungriffon ever it was under the imaginative and evocative title of 3D Polygon, and it was being developed alongside Panzer Dragoon (then called Action Game) as one of the first Saturn titles. Obviously it's taken them a bit of time to get the final product in, given that Panzer's SEQUEL has been in the shops for months now, but looking at how Gungriffon has turned out you can definitely see that there's been a lot of time and attention lavished upon it. In fact it's almost hard to believe that it was scheduled to appear in the first wave of Saturn games, as opposed to the third(ish).





Now, you regular readers, the ones who support our ailing rent cheques and put food in our mouths, you'll already have read the Gungriffon showcase we printed in issue 6, and for that we thank you. However, there are some people, people who aren't regular readers, who might not exactly know what Gungriffon is about. Well, we'll tell you, as long as you promise to keep buying our magazine every month from now on. Promise? All right then. Gungriffon is a robot war game set in a dark future, where giant continental alliances fight each other for the precious few scraps of fossil fuel and mineral resources left on planet Earth. You play the pilot of a giant robot war machine, and in each level you're dropped in the middle of a combat zone with a specific mission in mind. Watch the briefing before the stage carefully as it details a map of the area, enemy troop locations and what exactly it is your commanders want of you. From here it's a simple matter of crushing and destroying all that lies in front of you (apart from the friendly forces).

This might sound the premise for a thousand giant robot games, or helicopter games, or space ship games, or any number of other kinds of games – and indeed it is. But it isn't the idea behind Gungriffon that's exciting, it's the execution. Gungriffon features some of the smoothest and most convincingly animated graphics going, especially considering the free play environment. Although graphics, they say, maketh not a game, in this case they certainly act to enhance the atmosphere and it's this which makes Gungriffon such an engrossing game to play. Along with all the destruction.



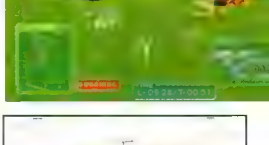
The missions that await you in Gungriffon are many and varied in concept, terrain, difficulty, tactics and even lighting. And by differences in lighting, we're not talking about the usual day/evening thing – some Gungriffon stages are set in pitch blackness where it's impossible to see just about anything except muzzle flashes, which necessitates the use of green screen night vision goggles, which have their own drawbacks. Much of Gungriffon's development time has obviously gone into designing the levels in an effort to make first-person free-movement blasting interesting for more than one level. The other units engaged in combat around you, the instructions crackling through the radio and the constant element of surprise death keep you attuned to the game even during quiet moments.



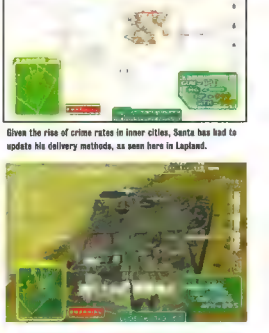
There are already a couple of games like Gungriffon floating around, like Thunderhawk and Blackfire (reviewed this issue). However, they all fail to capture the spirit (and technical achievements for that matter) of Sega's entry to the genre. Maybe that's because it's had all the time in infinity spent upon writing it, but what you're left with is a superlative smashing and destroying game.

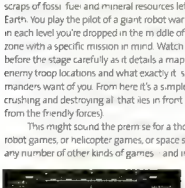
The Saturn doesn't score so highly for shoot 'em ups as it does for, say, fighting games, and Gungriffon is an excellent addition to the ranks. If you're after high-speed thrills you might be better off with Panzer Zwei, simply because your mech is slightly cantankerous and not as fluid moving. However, if you're just in it for the explosions, Gungriffon is certainly worth your money.

RAD



Given the rise of crime rates in inner cities, Santa has had to update his delivery methods, as seen here in Lapland.

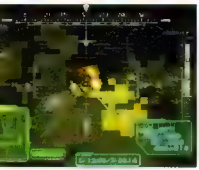


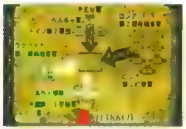




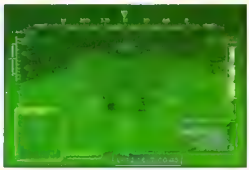


GUNGRIFFON





These shots come from the Japanese version of the game, hence the Japanese text. The English version will has English text. So there.

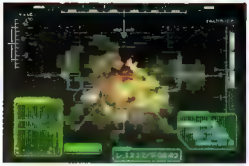




MY LITTLE ROBOT









Above is one of your friendly friend units – and he's under attack. Blast the enemies firing at him before he's destroyed, or you'll lose his covering fire.



One of the best giant robot games ever, and an awesome shoot 'em up in its own right, Gungriffon deserves investigation by all bang-loving Saturn owners.

Graphics	90
Sound	87
Playability	88
Lastability	91

overall

88%

BY	ACCLAIM
PRICE	£39.99
STYLE	SPORTS SIMULATION
RELEASE	OUT NOW

After several months spent bouncing off the ropes, WWF Wrestlemania has finally made it to the Saturn, just in time for a summer slam. Was it worth the wait? With eight larger than life characters, tonnes of crazy moves to try out, and loads of mad combo's, we reckon so.

Wrestling has to be one of the most depressing things to find yourself watching. It's the kind of desperately bored viewing that makes you ask yourself angst ridden questions like 'what am I doing with my life?', 'surely there's more to it than this!?' and 'why did I ever bother getting Sky in the first place?' It's often been the way with the accompanying wrestling games as well.

It was with such anguish that first took WWF Wrestlemania from its case, sighing defeatedly as I close the lid, waiting despondently for the title screen, an air of resignation already lingering about the console ...but hold on here! What's this? I seem to be enjoying myself, I'm actually finding some of this amusing! It must mean one of two things, either I've somehow mutated into the high priest of spodniks or this is actually quite good. To my relief it's the latter.

The reason WWF Wrestlemania succeeds where so many others have failed is all to do with its immediate accessibility. After about five minutes you'll find yourself able to perform some of the most outrageous moves, there's Doink drawing a mallet from his jacket, The Undertaker unleashing a pack of wolves, Yokozuma demonstrating a diving bellyflop from the ropes and loads of other over-the-top stuff going on. Ok, so this isn't what you'd normally see in WWF but then who wants to see conservative bows and mundane knees to the back when you can have a real circus extravaganza. That's not to say you can't do the boring moves as well. WWF Wrestlemania has so many moves that you'll constantly be discovering new ones. Another fear that normally pops up as soon as easy to get into' is mentioned is that the game is a bit too shallow. Well rest assured that this isn't the case with WWF Wrestlemania, because while it is easy for beginners to be bashing away happy as scallywags, if you want to become a bit of a master you'll have to start mastering the huge range of combos available, some of which involve over 25 continual hits! Combo's are activated when you have some power in your combo bar which sits just below your energy bar and these are damn funny to watch.

Graphically WWF Wrestlemania doesn't match the gameplay, but while it's all 2D the sprites are nevertheless nicely drawn and animated and there's always plenty of movement in the ring (or out of it) especially when you get four wrestlers fighting a huge brawl at once. As you'd expect, this is a much more satisfying game to play in two player mode, partly because the tournament is a tad too easy and partly because gloating over a live opponent is more fun.

It's true that maybe WWF Wrestlemania could have done with a few more characters, something that would enhance its longevity as well as its playability, but who knows, maybe there'll be more in a sequel. Yes another WWF game! Previously that might have sounded like a death knell, but if they maintain and improve on the standard of WWF Wrestlemania it might well be something to feel a bit cheerful about.

ROB















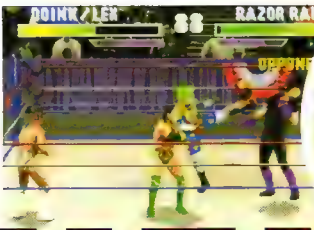


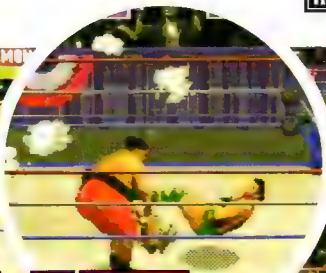






Yokozuma demonstrates the benefits of being incredibly fat. When he pins an opponent down he simply sits on them!



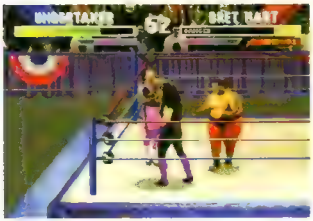


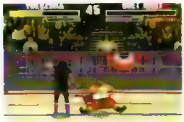




WWF Wrestlemania







Above - the Undertaker and Yokozuma take care of Bret Hart in a two-on-one battle. You can also play two-on-two.



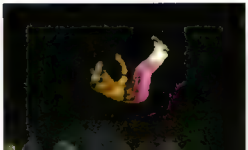
WWF gives you the chance to get into some classic wrestling lark by climbing the ropes and then jumping in on an opponent. Each character has their own particular style of jump.



HEY! THAT'S FUNNY!

The far fetched nature of many of the moves, the pleasingly gaudy line-up of characters, carnival atmosphere. Doink for example uses a hula skirt, bop, and hoola hoop as well as something w... wrestling moves such as the flying clothesline, the Undertaker uses a ... and Bret Hart makes good use of a baseball bat to enhance his performance, and ... out ... hula skirts ... opponents. It may be wrestling but it sure is fun!





Forget the 50 beat 'em ups for a little while. WWF Wrestlemania is proof that you can still get a lot of great playability out of the traditional 2D title. And it's pretty darn funny too!

graphics	80
sound	82
playability	87
fastability	84
overall	86%

REVIEW

BY	ACCLAIM
PRICE	£44.99
STYLE	SPORTS SIMULATION
RELEASE	JUNE 1996

A great football team? The defence is solid, the midfield inspirational, and the strikers deadly. But is Striker '96 deadly. Hmmm, it shows moments of promise but in front of goal it loses its nerve.





Striker gives you the chance to play indoors which means no fouls and continual play.

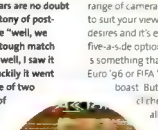


It's a South American derby in effect! The mighty Argentinians take on Bolivia.



By now you probably can't close your eyes without seeing footballs darting in all directions. Your ears are no doubt deafened by the monotony of post-match catchphrases like "well, we knew we were in for a tough match but the lads pulled through" and "yea, well, I saw it coming, managed to get a touch and luckily it went in". And while football might be a game of two halves, you can't forget the possibility of extra-time. So here it is in the shape of Acclaim's Striker '96, the latest in the ever-growing range of football sims available on the Saturn.

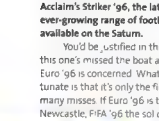
You'd be justified in thinking this one's missed the boat as far as Euro '96 is concerned. What's unfortunate is that it's only the first of many misses. If Euro '96 is the majestic Newcastle, FIFA '96 the solid Man U, Striker '96 is the mid-table banality of Leeds.



In terms of the scope of the game there's little to complain about. It's got 38 international sides, including the more obscure footballing nations like Australia and New Zealand, a lot of the expected options (formation, strategy etc), plenty of stats for the more specky fans, and a wide choice of tournaments from the one-off friendly to Euro '96 itself with all sixteen teams – although it should be noted that all of the players in Striker '96 are fictional. Like its predecessors, Striker '96 features a range of camera angles to suit your viewing desires and it's even got a five-a-side option which is something that neither Euro '96 or FIFA '96 can boast. But, to use a cliche almost as worn as footballing speak all this means nothing if the gameplay isn't up to scratch. And in Striker '96 it isn't. For starters the actions moves too fast, and although that is something that appeals to some, I'm a bit of a stickler for realism in a footy game, and subsequently I found it frustrating. It also meant that when the computer played as a great team like Italy, Germany or Brazil, the passing had an almost supernatural quality, players moving the ball about with a telepathic accuracy that seemed a bit ridiculous at first. Admittedly after getting used to the game style this didn't seem quite as bad and as my technique improved I managed to stave off their knack of scoring a goal every ten seconds. Another departure from soccer realism came with the behaviour of the ball itself. It moves like one of those 99p efforts you can buy at the newsagents and that float away as soon as there's a gust of wind. Some of the after touch swerve made banana shots look like cucumber shots in comparison, practically bending through 90°.

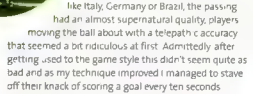
Graphically Striker '96 falls short as well. The sprites are small and as a result you don't get to gasp at the kind of flare players show in Euro '96. Instead they all jitter about at amazing pace like 22 over active school kids. What really sealed it for me though was the commentary. Both Euro '96 and FIFA '96 employ the talents of BBC's finest, but Striker '96 opted for Andy Gray, Sky's venerated windbag. Ok, so maybe this is simply personal taste, and you might even say the same for the style of play that Striker '96 adopts, fast in the sense of the old arcade footy games. Maybe, but that doesn't stop it from being often more irritating than fun to play, and, when it comes to choosing between what's on the market, who would you go for – Newcastle or Leeds?

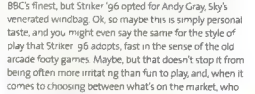
ROB



Recognise these players? Of course not, they're made up.

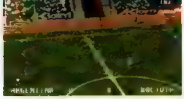












REVIEW

STRIKER '96





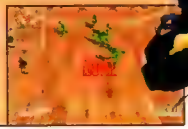
Striker '96 features an option that lets you play in the Euro '96 competition with all the groups properly set up and everything. Of course, you won't know the players from Adam.



INDOORS – YOU KNOW THE SCORES!

Striker '96 features an option which is entirely its own, the chance to play indoors in five-a-side games. You can still play all the tournaments indoors, accepting of course that your team has now been halved. The indoor game feels even faster than normal, and it's made more hectic, partly because the ball never goes out of play and partly because in the indoor mode there are no fouls at all meaning play never stops!











Hey look! It's the overhead view!



A very average football game which, when faced with the likes of Euro '96, looks tired and a bit dated. Put it on the subs bench.

graphics	70
sound	72
playability	75
lastability	77

overall **75%**

BY	ACCLAIM
PRICE	£TBA
STYLE	SPORTS SIMULATION
RELEASE	JUNE 1996



It's another sport invented in Britain which we're famously bad at! It's tennis! And now it's here for your Saturn, you lucky lucky dogs. Play!

Many people believe there's a link between a child's upbringing and the career they choose to enter in later life. Doctors tend to run in the family, and kids who grow up in liberal hippy environments often turn out as artists, actors or rebel accountants. The programmer of Virtual Open must have had great admiration for his parents, who no doubt ran a home for alcoholic horses. So much so that the shambling gallop of a drunken equestrian is replicated almost perfectly in this game – sadly it is in the movement of your player. Now some of you may not have seen an aled-up gee-gee in action, so allow us to describe the effect for you. The players in V Open shift around the court like their legs are on sideways, over-reacting to the slightest touch of the controls, not going where you want them to, or else going unstoppably too far in the right direction. Sometimes you'll think your luck is in and you've got your little bloke just where you want him, so you'll hit the fire button and watch as they collapse pathetically a mile away like a super-powered wino trying to escape an oncoming pushchair. This is a diving shot.

Perhaps needless to say, the pinpoint contro pretty much essentia to the success of a tennis s mu ation is a teeny b t on the absent side. This wouldn't matter quite so much if the collision detect on on your racquet was a bit more predictab e. Sometimes you'll ace a shot you re absolutely nowhere near, and others you'll have yourself positioned perfect y only for the ball to sail mystifyingly through your racquet. And it's not as if you can ever work out the parame ters of collision because there's no feeling of connection when a shot strikes – you can t even really see whether you've hit or not until the ba ls sailing across the other half of the court.

This isn't to say that Virtual Open doesn't have its good points or original features. There's an impressive selection of camera angles to view the action from (all of which are accessible at any point during the game). The quantity of possible shots is equally plent ful, with every little button upon your joypad coming into play, producing a dazzling array of tennis techniques to exploit, especially when combined with topsp n, sidespin, jumping shots, the aforementioned diving shots and so on. There's also a clever bounce-o meter which predicts where the ball will bounce on court up to three times by use of different coloured markers on the floor. This seems a bit strange at first but actually proves quite useful. However, all this pleasant game de gn fr ppery is wasted simply because of the cumbersome controls. It's a shame, because an effort was obviously made to give Virtua Open a rea istic feel. Instead, the awkward over-com plex animation slows everything down and spoils what could have been a decent title. Hopefully Imagineer and Acclaim will get their heads together and produce a Wimbledon Edition or something which will perform the same super-enhancing job as Victory Goal '96 did for its lamentable predecessor.

RAD



A one-legged tennis player, the result of an horrific genetic experimentation by The Olympic Council. Not really, it's just the standard caption we roll out when the perspective on a screen shot makes it look like someone's missing a limb.







The circular shot above belies something unusual about Virtual Open – it's set on the moon, and planet Earth is clearly visible from the stadium. The gravity is, weirdly, unaffected by being in space. Good job too.



The training options come in useful to begin with. There's also a special serve training game where you're supposed to knock down a row of cans with your serves. It's quite tricky.

IT FELL TO EARTH I KNOW EXACTLY WHERE

Early tennis games asked players to gauge the position of the ball by latitude only, adding ball shadows when all this tricky 3D perspective thing started up. Since then there's been a revolution in ball-tracing technology, and Virtual Open adds to this legacy. Once the ball is in the air a red indicator marks where it's likely to hit the ground. If it's a low shot and will bounce more than once on-court, a blue marker indicates the projected second bounce. Unlikely third bounces are marked in green. So now you know.

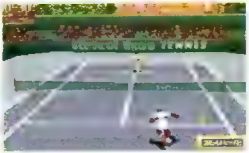




Virtual Open Tennis







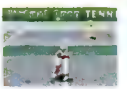


If you're a bit of a tennis hardnut, take on R2D2 in this exciting final! Actually, it a training section to help you get used to the controls. There's service, return and smash training options.

Virtual Open is crammed to the rafters with different kinds of tennis shot. It's just a pity the timing is a bit strange and the controls are so clunky. Still, it's not terrible.





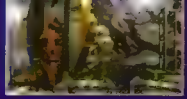


Good design and a lot of innovations, but whilst I'd really like to like Virtual Open it's just too cumbersome for anyone but real hardcore enthusiasts.

graphics	78
sound	79
playability	72
lastability	66

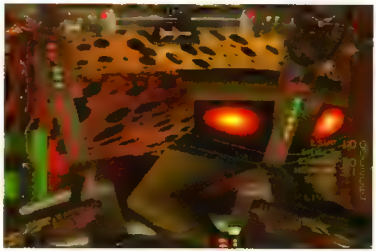
overall **68%**





BY	VIRGIN
PRICE	£TBA
STYLE	SHOOT 'EM UP
RELEASE	AUGUST

Ghen War certainly has been a long time in coming. There were even moments when it looked like it wasn't going to make it at all. But thankfully Virgin got it together and here it is. And pretty good it is too.



All it took was a few jokes about the resemblance of the Ghen species to guppy fish and whammo! — an alien race that had been our chums after landing on Earth as refugees suddenly decided to declare war instead. That's the problem with aliens, no sense of humour. And anyway, they do look like fish. And while this explanation for the hostilities now existing between human and alien might seem a bit far fetched, it's also irrelevant. Why? Because Ghen War is about what all wars are about; loads of shooting, explosions, adventure and death!

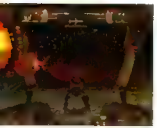
Ghen War is viewed from a first person perspective, the player assuming the role of the crack-commando who's job it is to don a hypersuit and take to alien terrain in search of blood and glory. There are six stages in all, including the first stage which is actually simply a training course designed to familiarise players with the controls and the variety of weapons at their disposal. Each stage takes place on a different planet and involves completing a series of missions that see you destroying reactor refineries, invading a space port, sneaking about on Ghen space ships and doing all of that classic war-dog kind of stuff. The weapons are pretty much standard fare, you've got your ever present lasers which take care of foot soldiers, super charged Neutron lasers for the tougher enemy sprites, things like grenades and mines which are good for causing structural damage (e.g. towers, bases etc.) and missiles, ordinary or tracking) which are designed to deal with just about anything.

Despite the fact that Ghen War uses all of the established tricks in the book, taking its influences from games like Doom and Descent, it nevertheless manages to provide a fair degree of entertainment. Because of the diversity of the mission objectives on each stage, Ghen War manages to avoid becoming too repetitive and this coupled with the usual alien slaughter means you're unlikely to get bored too easily. There are some useful little additions like the map that charts exactly where you have been and where you haven't — something that enables you to avoid the frustration of going round in circles.

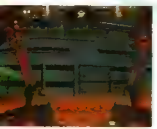
But Ghen war does have its faults. To begin with the controls feel a bit clumsy and the movement a tad confusing. Rest assured though that once you've played it enough to get comfortable with what does what, progressing through the game is largely free of irritants. That is if you exclude the forever irritating FMV sequences that insist on popping up between stages featuring the usual dose of hammy Hollywood wannabes. Fortunately the options let you skip these excruciating sequences which I suggest you do. The graphics aren't exactly sensational either, the terrains looking quite similar to one another, lots of dull muddy colours and the sprites move in a rather wooden fashion and I think the game could probably have done with more of them to liven things up a bit more. Some lovely burning sunsets though.

With Doom still looking like a faint prospect at the moment, a game like Ghen War makes for a pretty good filler in the meantime. The graphics won't have your jaw dropping and the gameplay won't keep your eyes pinned to the screen into the early hours, but Ghen War has just about enough in the way of thrills to make you a content little alien annihilator.

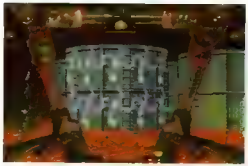
ROB



That's right – in the future camera tripods are used as deadly weapons of war! And beware the Mr. Tosatto!

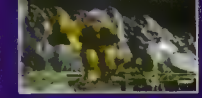






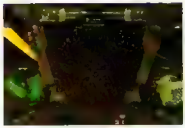
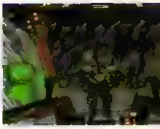
You'll have to make use of one of your missiles to destroy this.

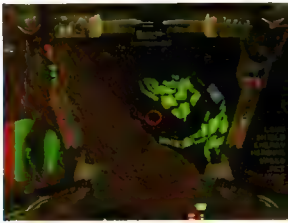






GHEN WAR



Behold! It's the Ghen's very own version of the Ford Probe complete with a very fetching pea green camouflage.

DIE FISHY TYPES!

Watching piscine-esque aliens explode is a wonderful pastime I'm sure you'll agree. However, in Ghen War it's not something you can do unless you've got a fine selection of weapons to do it with. For starters there's the standard laser which you have in inexhaustible supply. Collect the diamond shaped icon though and they become super-charged neutron lasers. Mines can be laid to destroy anything that comes within its proximity (excluding you of course) There are grenades which, with a nonchalant toss, will see your foes burst in bloody death, and finally there are the missiles. One kind locks on and tracks down enemies and the other requires your own targeting skills but is far more deadly, ideal for tougher opponents.













Far from being innovating and lacking the kind of thrills that make a game a classic, Ghen war still manages to qualify as a fun shoot 'em up. Fans of Doom-style action might be silenced. For a while at least.

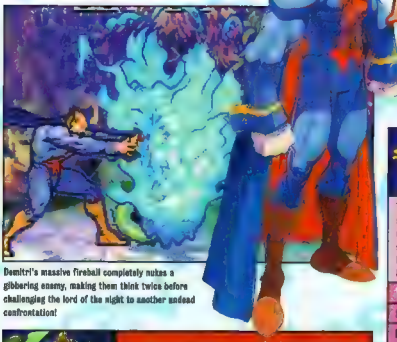


TIPS

NIGHT WARRIORS DARKSTALKERS' REVENGE

Undead heroes rise from beyond the grave to strike at your soul! Yes, indeedy, the software title formerly known as Vampire Hunter is about to infest Saturns throughout the nation, and in the third of his comprehensive moves specials, DAVID HODGSON swishes a ruffled cape about and descends into a bottomless pit to investigate exactly what the entire cast of this supernatural beat-fest have on offer in the combat zone. Dare you read further, dear reader? Only if you want the entire moves list at your disposal plus some handy cheats that make this release arguably the finest 2D Saturn beat 'em up ever seen...

SEGA SATURN MAGAZINE NOTE: Remember that a few of these [illegible] Attacks require your character to be powered up.



Demitri's massive fireball completely nukes a gibbering enemy, making them think twice before challenging the lord of the night to another undead confrontation!



DEMITRI MAXIMOFF VAMPIRE

The Count of terror is the easiest character to first muster, and as he bears a moves list not dissimilar to a certain gi clothed karate kid, it isn't difficult to fathom why. All your old Street Fighter moves seem to work well here, and although neither speedy nor cumbersome, Demitri excels in a variety of attacks. Try this lord of the undead before embarking on the more confusing characters.

SPECIAL POWERS	
CHAOS FIRE	↓,↙,← + any punch
DEMON CRADLE	→,↓,↘ + any punch
BAT SPIN	↓,↙,← + any kick
FLYING SUPLEX	→,↘,↓,↙,←,↖,↑,↗,→ + any punch
CHANNELLED POWERS	
MIDNIGHT PLEASURE	↓,→,↘ + two punches
[illegible]	↓,→,↘ + two kicks

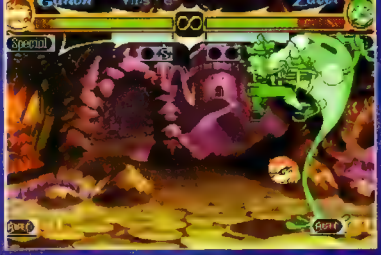


JON TALBAIN WEREWOLF

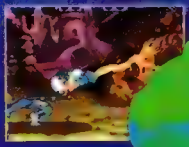
The lyncanthropic lunatic has many moves to dazzle the eye, and his speed should be used to the full when tackling a foe. Try his climb laser as the move may be repeated and varied in direction for a truly stunning light-show (and charred opponent), but Gallon's slightly puny physique makes him a Darkstalker to attempt hit and run opportunities rather than a wade in and hack strategy.

SPECIAL POWERS	
STRAIGHT BEAST RUSH	↓,↙,← + any punch
RISING BEAST RUSH	→,↓,↘ + any punch
AIR BEAST RUSH	Jump,↓,→, ↘ + any punch
WILD CIRCULAR	→,↘,↓,↙,← + any kick
CLIMB LASER	↓,↘ + kick
MILLION FLICKER	↖,↓,↗ + any punch
CHANNELLED POWERS	
MIDNIGHT PLEASURE	↓,→,↘ + two punches
DEMON BLAST	↓,→,↘ + two kicks
STRANGE BODY	↖,↗,↓,↖,→ + two kicks

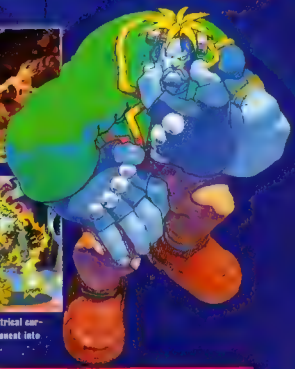




TIPS







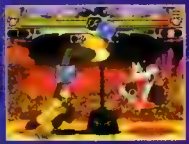
Using some Blankatastic electrical currents, Victor shocks any opponent into submission!

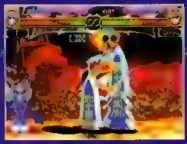


LORD RAPTOR ZOMBIE

By far the most humorous character in the entire pack, Raptor (or Zabel in Japan) is definitely the joker of the pack, armed with a comprehensive array of stabbing hits and even the ability to turn an opponent into a small basketball and then slam dunk it through a net held by a giant fish (I kid you not). Quite nippy and good with the low hits, Raptor requires timing to turn him into a rotting killing machine.

SPECIAL POWERS	
DEATH HURRICANE	↓,↙,← + any kick
SKULL STING	↓,↑ + any kick
HELL'S GATE	←,↙,↓,↘,→ + any kick
SKULL PUNISH	→,↘,↓,↙,← + any punch
CHANNELLED POWERS	
DEATH VOLTAGE	→,↘,↓,↙,← + two kicks
EVIL SCREAM	→,← + two kicks
HELL DUNK	→,↓,↑ + two punches







HSIEN-KO CHINESE GHOST

A newcomer to the world of the Vampire Hunter, this possessed girl can certainly hold her own in the combat zone thanks to her base attacks striking a foe many times, and an array of highly confusing moves, such as the weapon cannon where she throws a multitude of strange objects (such as bonsai trees, Capcom symbols and even an Akuma doll!). Very popular in Japan, Hsien-Ko (aka Lei-Lei) is another well-rounded character that is very good to start with.

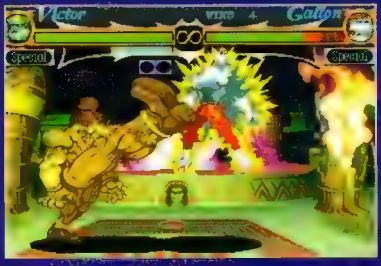
SPECIAL POWERS	
HIDDEN WEAPON CANNON	↓,↘,→ + any punch
WHIRLWIND DANCE	→,↓,↘ + ft tap Punch (air)
REVERSAL GONG	↓,↙,← + any punch
HEAVEN RELEASE STRIKE	↓,↙,← + any punch (close)
CHANNELLED POWERS	
GROUND SPIRIT SWORDS	←,↙,↓,↘,→ + two kicks
HEAVENLY THUNDER DESTRUCTION	Light Kick, Fierce Kick, Medium Punch, Medium Punch, ↑



VICTOR VON GERDENHEIM FRANKENSTEIN

Good lord, unless I'm very much mistaken, it appears to be Zangief with bolt attachments. Superficially at least, Victor is perfect for the unsophisticated Darkstalking player who relies on fear and brute strength (and of course some unrestrained mauling) to accomplish a job. His fantastic reach and thick hide are only let down by his slothfulness.

SPECIAL POWERS	
GIGA HAMMER	Charge ↓,→ + any punch
GIGA BUSTER	Charge ↓,→ + any kick
GYRO CRUSH	↓,↙,← + any punch
GIGA BURN	↓,↙,← + any kick
MEGA SHOCK	↓,↘,→ + Medium or Fierce
MEGA SPIKE	→,↘,↓,↙,←,↖,↑,↗,→ + any punch
CHANNELLED POWERS	
THUNDER BREAK	Charge ↓,↑ + two punches
GREAT GELDENHEIM	←,↙,↓,↘,→ + two punches



TIPS



FELICIA CAT WOMAN

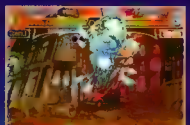
Once again the Street Fighter comparisons must be mentioned, as Felicia plays rather like Chun-Li, but with a few important differences. Quick nimble attacks are the order of the day with this nubile pussy, and watch for a particularly spectacular special attack if combos are your bag, as this frightening feline has the ability to score an amazing 34 hits with one Dancing Flash!



SUMMONING POWERS	
ROLLING BOOKLER	↓,↙,← + any punch
DELTA KICK	↙,↓,↘ + any kick
ROLLING SCRATCH	↓,↘,→ + any punch, tap punch
SAND SPLASH	↓,↙,← + any kick
HELL CAT-JUMP	→,↘,↓,↘,→ + any kick
CHANNELLED POWERS	
DANCING FLASH	→,↓,↘ + two punches
PLEASE HELP ME	←,↙,↓,↙,← + two kicks



Morrigan may be a mild-mannered secretary by day, but at night she does suspenders and bustiere mistress of the night!



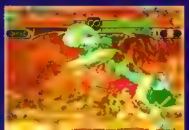
BOOBYUKEH!!! Yep, this may feature strangely flanged creatures, but some of the basic moves need a head (and a tentacle) to SF2...



MORRIGAN AENSLAND SUCCUBUS

Those thinking that Demitri was the Ryu of the piece should consider Morrigan to be distinctly Ken-like, as she imitates Mr Masters' Dragon Punch expertly, but has more moves than the crimson gi karate master. Easy to use, and with a Valkyrie Turn that'll inflict more damage than you thought possible (despite being difficult to connect), Morrigan remains a firm Saturn Mag favourite, not least because of her costume change cheat

SUMMONING POWERS	
SOUL FIST	↓,↙,← + any punch
AIR SOUL FIST	Jump, ↓,↙,← + any punch
SHADOW BLADE	→,↓,↘ + any punch
VECTOR DRAIN	→,↘,↓,↙,← + any punch
CHANNELLED POWERS	
DARKNESS ILLUSION	Light Punch, Light Punch, →, Light Kick, Fierce Punch
ASTRAL VISION	Light Punch, Light Punch,→, Medium Punch, Fierce Punch
VALKYRIE TURN	→,↘,↓,↙,← + any kick



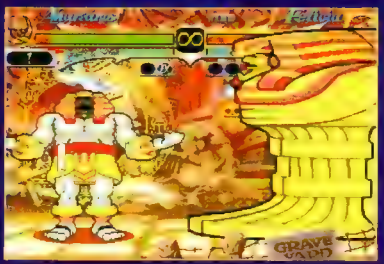


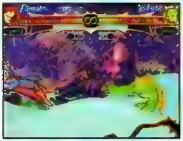


ANARAKIS MUMMY

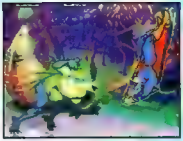
The largest character in the game is reserved for true Darkstalkers, as Anarakis is the most difficult to control fighter in the entire game (Dhalsim, anybody?). However, once you persevere with this Egyptian ruler, you'll find that his attacks are not only the most damaging, but the most spectacular you'll ever see. Sit back and watch the mummified remains of a once-powerful ruler quake with power, with the ability to even swallow an opponent's projectile attack and fire it back at them!

SUMMONING POWERS	
SPIRIT REFLECTION INHALE	↓,↙,← + any kick
SPIRIT REFLECTION EXHALE	↓,↘,→ + any punch (after inhale)
ROYAL JUDGMENT	↓,↘,→ + any punch
COBRA BLOW	←,→ + any punch
SARCOPHAGUS DANCE	same strength punch and kick
MUMMY DROP	↓,↘,→ + any punch
CHANNELLED POWERS	
DARKNESS ILLUSION	Light Punch, Light Punch, →, Light Kick, Fierce Punch
ASTRAL VISION	Light Punch, Light Punch,→, Medium Punch, Fierce Punch
VALKYRIE TURN	→,↘,↓,↙,← + any kick





Making waves on an advancing enemy, Rikuo's special has to be seen to be believed!



A rather special tongue-based attack leaves your opponent really rather sticky.



RIKUO MERMAN

Ruler of the water and rather like Gen-an (a player in SNK's seminal Samurai Shodown), as our aquatic monster has poison glands that secreet a knock-out poison that sends an opponent into deep slumber (useful for dissuading aerial attacks). Quick but with limited power, Rikuo (or Aulbath for those with an import copy of the game) comes into his own with some excellent specials.

SPECIAL POWERS	
SONIC WAVE	↓,↙,← + any punch
POISON BREATH	↓,↙,← + any kick
SCREW JET	↙,← + any punch
TRICK FISH	↙,← + Kick
CRYSTAL LANCER	→,↘,↓,↙,← + any punch
SKY NEPTUNE	→,↘,↓,↙,← + any kick
SPINNING CURRENT	→,→,Fierce
CHANNELLED POWERS	
AQUA SPREAD	→,↘,↓ + two punches or two kicks
WATER JAIL	→,↓,↘ + two punches
SEA RAGE	→,↘,↓,↘,→ + two punches
DIRECT SORCERER	↓,↓ + two punches









BISHAMON SAMURAI

With an amazingly cute Japanese Akita yapping in the background stage, our man of honour and once proud samurai can coax an opponent into action and then finish them with a rather neat line in skewering katana attacks. His run-through attacks are very effective, and these strong and hard-hitting attacks make him a force to be reckoned with, no matter which opponent is facing you.

SPECIAL POWERS	
SNAP SWORD	↙,↘,↓,↘,→ + any punch (return press ← + any punch)
STORM WIND	↓,↘,→ + any punch after return
SEAL OF DEATH	Jump, ↑,↘,→ + any punch
RISING SLASH	→,↓,↘ + any punch (special guard reversal)
HIGH QUICK SLASH	Charge ←,→ + any punch
LOW QUICK SLASH	Charge ←,→ + any kick
KIRISUTE GOMEN	→,↘,↓,↙,←,↓,↘,→ + any punch
CHANNELLED POWERS	
DEMON HEAD TWIST	→,↘,↓,↙,← + two punches
DEMON HEAD GRAB	→,↘,↓,↙,← + two punches (close)
MULTIPLE SLASH	←,↙,↓,↘,→ + two kicks



Bishamon has the ability to drag a struggling opponent towards him once his sword stab has connected. Time for a spot of splitching!



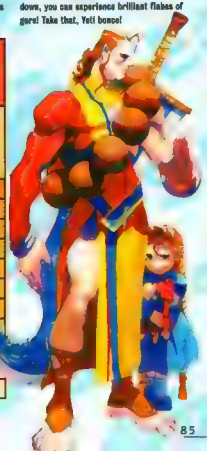
Upon executing old Bish's more gory take-down, you can experience brilliant flashes of gore! Take that, Yeti bonce!

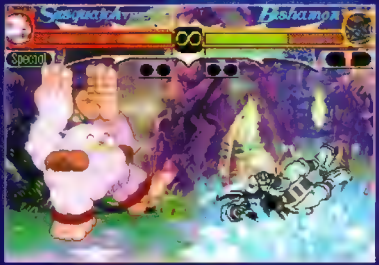


DONOVAN BANE DARK HUNTER

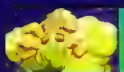
Arguably the most well-rounded of all the characters, and sporting more than his fair share of spectacular moves, the newest recruit to the world of Darkstalkers is yet another character that should be mastered instantly, only to be played again and again thanks to his excellent combat potential, such as his killer shredding attack and extremely weird Channelled powers.

SPECIAL POWERS	
STREET SWORD	→,↓,↘ any punch
BLIZZARD SWORD	←,↙,↓,↘,→ + any punch
LIGHTING SWORD	←,↓,↘ + any punch, tap any punch
KILSH RED PLANT	same strength punch and kick
KILSH RED SEND	Punch + Kick (after Plant)
KILSH RED AIR	Jump, Punch + Kick
SWORD GRAPPLE	→,↘,↓,↙,← + any punch
CHANNELLED POWERS	
PRESS OF DEATH	←,↙,↓,↘,→ + any kick
SHANNE IMMORTAL	Medium Punch, Light Punch, ←, Light Kick, Medium Kick





The amazing dancing Yeti, in mid jubilation after taking down Bishamon in a most impressive manner! The action doesn't stop there either, as Dicky then receives a killer whale's chomp!

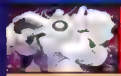


SASQUATCH BIGFOOT

With some Mortal Kombat Sub-Zero effects, the Yeti gentleman with a penchant for wanton destruction has a throw attack that has to be seen to be believed, and some pretty natty projectile attacks to boot. With a Channelled power that cannot be blocked, this whale summoner and man-mountain should provide enough variation and humour for the most battle-weary player.

SUMMONING POWERS	
BIG SNOW	↓,↙,← + any punch
BIG TYPHOON	←,↓,↙ + any kick
BIG TOWERS	↓,↓ + any punch
BIG CYCLONE	↓,↙,← + any kick
BIG BRUNCH	←,↙,↓,↘,→ + any punch
BIG SWIMS	→,↘,↓,↘,→,↘,↓,↙,→ + any kick
CHANNELLED POWERS	
BIG FREEZER	↙,↘,↓,↙,→ +two punches
BIG EISBAHN	↙,↘,↓,↙,→ + two kicks

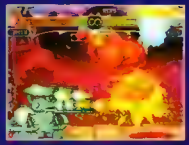




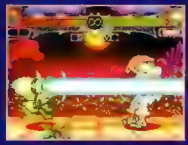
HULTZIL KILLER MACHINE

One of the few original characters in the game (the X-men Sentinel was based on this robotic chap), Hultzil (aka Phobos) uses projectiles to great effect, and with good reason as he is rather cumbersome to play with. Learn to fry your opposition from a distance with this player, and watch for his muti-aiming optical beam. A tad slow, but an interesting fighter nevertheless.

SUMMONING POWERS	
PLASMA BEAM	↓,↙,← + any punch
MIGHT LAUNCHER	↓,↙,← + any kick
GENOCIDE VULCAN	↙,↓,↙ + any punch
REFLECT WALL	↙,↓,↙ + any punch
CIRCUIT SCRAPPER	←,↙,↓,↙,↙ + any punch
FORCE FIELD	←,↓,↙ + any punch (guard reversal only)
CHANNELLED POWERS	
CONFUSIONER	←,↓,↙ +two kicks
FINAL GUARDIAN	←,↙,↓,↙,↙ + two kicks



This ancient mechanoid is the product of a long-forgotten civilisation, but can still hold his hold in the combat arena.



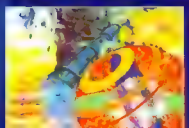
Yellppp!!! Here our robotic chum manages to catch a poor king of Egypt straight in the mid-riff with a freeze ray.

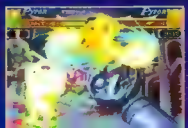


PYRON SPACE RULER

Both Hultzil and Pryon were bosses in the first Darkstalkers game, and Pryon remains equally as fun to play (and bears an uncanny resemblance to Dio from SNK's World Heroes games), but lacks the longevity due to no real combo potential. However, those wanting to control the most colourful Darkstalker should look no further than his towering monolith of light.

SUMMONING POWERS	
SOL SMASHER	↓,↙,← + any punch
AIR SOL SMASHER	Jump, ↓,↙,← + any punch
ZODIAC FIRE	←,↓,↙ + any punch
ORBITER BLAZE	Jump, ↓,↙,← + any kick
GALAXY TRIP	↙,↓,↙ + punch or kick
PLANET BURNING	←,↙,↓,↙,← + any punch
CHANNELLED POWERS	
COSMO DISRUPTION	↙,↙,↓,↙,→ +two punches





Not only is SEGA SATURN MAGAZINE content to detail all the moves of every character, but we've thrown in all the available cheats as well! The following cunning button pressings allow the players to increase the speed, tweak the character colours and even commence a spot of bloodletting against the original Darkstalkers backdrops! Are we good to you, or what! (Note that all cheats have been verified only on the Japanese version of the game).



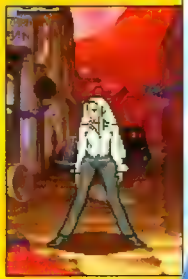


MORRIGAN ENTERS CIVVY STREET!

Finally, the succubus can change into a different set of clothing instead of performing a victory stance. To achieve this, win your round of fighting and then press the left or right shoulder buttons, and Morrigan transforms into the 'undead about town', complete with mini-skirt and crop-top. Try holding all three kick buttons and a smarter outfit is available. But are there any more...?



Shoulder buttons held down, and Morrigan tosses out of her vamp costume. Well, hello!



Three kick buttons and you get Morrigan in attractive day wear. Mmmm, lovely.

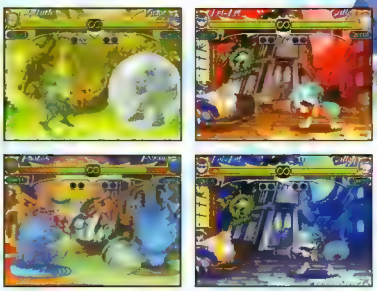
AN OUTFIT FOR EVERY OCCASION!

There are a total of eight colours for each of your characters, from the original hues of the first Darkstalkers game, to the excellent 'Gothic' costume hidden away in there (check out Felicia in this colour!). Once you've entered the character select screen, highlight your chosen one and then press X, Y, Z, A, B, C or Start for the seven usual characters. The secret colours are activated by pressing (and holding down) X and B together until the portrait changes to the new colour.



ORIGINAL BACKDROPS... AND MORE!

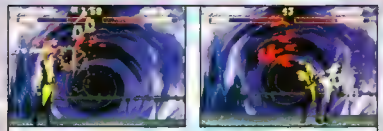
To return to the original version of the game (or the game that your PlayStation-owning mates will be playing at a vastly sower speed with less frames of animation), try the following cheat that enables a secret options screen. From the main title screen, select options and from there highlight the configuration selection. Once highlighted, quickly press B, X, down, A and Y and you should hear a spot effect sound. Hey presto, a new 'appendix' screen is able to be accessed where you may change and tweak a variety of options, including the choosing of the uniform of your computer-controlled entities, as well as the original Darkstalkers backgrounds and music (and introduction!)



ENTER THE ARENA IN SUPER TURBO MODE!

Enter the options screen and highlight the turbo mode, before pressing X, X, forward, A and Z, and then hold down right to cycle through the extra turbo stars. After you've selected the speed that suits you best, you are whisked off for lightningly-quick confrontations with the enemy. Remember that the faster the game, the more difficult the Channelled Moves are to execute.

Tips



ULTIMATE MORTAL KOMBAT 3

Until now, we've been telling you that there are 22 playable characters in UMK3, but we now know that there are at least 23! The latest to be discovered is the original human version of Smoke. To access him, follow these instructions Select regular Smoke as usual, then hold HP, HK, BK, R, and away from your opponent. Keep them held until the fight starts and you'll transform into the original Smoke! His moves are very similar to Scorpion's.

KEY

[illegible]		[illegible]		[illegible]	
[illegible]		[illegible]		[illegible]	
[illegible]		[illegible]		[illegible]	

HARPOON	⇦, ⇦, LP
TELEPORT PUNCH	⇩, ⇦, HP
AIR THROW	BK in mid-air
[illegible]	
DECAPITATION FATALITY	R, BK, R, R, HK
FRIENDSHIP	Unknown
BABALITY	⇩, ⇦, ⇦, ⇨, HP
ANIMALITY	Unknown
PIT FATALITY	Hold BK + press ⇨, ⇩, ⇩, LP







NHL ALL-STAR HOCKEY

To power any of the players up to the absolute maximum, go to the Player Attributes screen, hold A+B+C+X+Y+Z and tap Up. This will let you boost every area to the top To get loads of hidden game modes, select a two-player game and press the X+Y+Z+L+R buttons during the player introductions. Then, when the National Anthem is playing, press

L+R	Big Players
A+B	Mini Players
A+Y+Z	Upside-down Players
A+X	Puck slides to the centre
X+Y+R	Bouncy Puck



By performing the cheat on the screen to the right, your point pool will be increased, making it possible to create the perfect player!





NIGHT WARRIORS

If you can't manage to perform any of the Chain Combos during the game, this tip will help you learn Start a fight and select Auto Guard mode. Now, when playing, press all three punches or all three kicks to perform a 3-hit Auto Chain Combo! To access the hidden "Screen Mode" option, first go to the options screen Now hold the L and R buttons and repeatedly press Up then Down until the new option appears You can now select either Saturn or Arcade screen modes



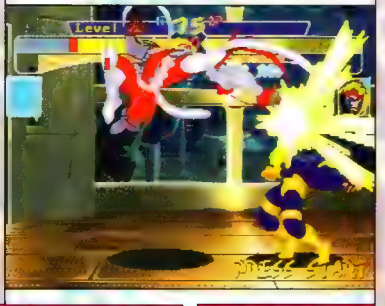
There isn't much noticeable difference between the screen modes.



X-MEN: CHILDREN OF THE ATOM

There's a hidden "Screen Mode" cheat in X-Men, as well as Night Warriors. To do it, just do the same as before. Go to the options screen, hold L and R and tap Up then Down repeatedly until the option appears.

If you think you're really good at the game, you can fight against an extra-hard CPU controlled Akuma. We don't know the exact way at the moment but you'll get him if you do this. Play the game on level 8 difficulty and get at least 4 perfect victories in the final round. This will call Akuma to fight you just before Juggernaut.







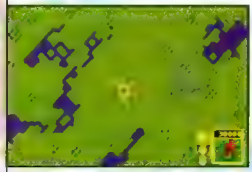
On this screen, hold L and R and keep tapping Up then Down until the new Screen Width option appears at the bottom (Left).



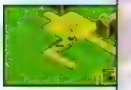
THE HORDE

Thanks to Graham Williams from Cornwall and Stephen Keys from Waltham Abbey for giving us these cheats. They should all be entered when the game is paused.

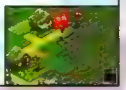
30, 000 Crowns	Left, A, A, B, Left, A, Right, Down
Show whole map	Left, A, Up, Down, B, A, A, B
Get all items and weapons	B, Right, A, Left, Left, Down, Right, A, A, Left
Speed up	B, Right, A, Down
Invincibility	B, Up, Right, Down, A, Down, A, Right
Play after village is destroyed	A, Down, Down, Right, A, Down
Level Skip	Down, A, Left, Left, Down, A, A, Right



Once you've given yourself loads of cash, use the other cheats to reveal the whole map and get all the items.



Just look at the bottom-right box – 30,000 crowns!



ARCADE TIPS

SEGA RALLY

Thanks very much to Nick Palmer from Cookham Rise, Nr Maidenhead for finding these cheats for the arcade version of Sega Rally.

To access the Lakeside course in practice or multi-player mode, go to the track select screen. Now highlight the Mountain course, hold the brake pedal down and enter this sequence with the gearstick:

1st, neutral, 2nd, neutral, 3rd, neutral, 4th, neutral

You'll now be able to race on the Lakeside course.

To get the secret Hyper Car mode, you must be in a one-player championship mode. Go to the car select screen and hold the brake pedal down, then enter this sequence with the gearstick:

1st, neutral, 2nd, neutral, 3rd, neutral, 4th, neutral

The car will now move slightly faster than usual, as well as having slightly better grip!



The excellent Saturn cheats can now be performed in the arcades! Try racing on the Lakeside course in Hyper Cars – it's not as easy as you may think!

OUT NOW

GAME OF THE MONTH

Guardian Heroes

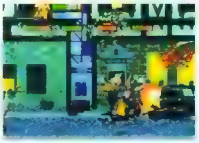
BY	SEGA
PRICE	£44.99
RATING	★★★★★

We've been singing the praises of this title for about a hundred thousand millennia now, and we still think it's great – which is saying something after all this time. The secret of Guardian's appeal lies in the frenzied action coupled with sophisticated gameplay elements, including the three-plane playfield and special moves, not to mention the plethora of magical abilities and your zombie cohort. It's great fun, especially taking the multi-player options into account. And, of course, the fact you can choose your route through the game means it takes more than one completing to see everything Guardian Heroes has to offer.

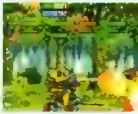
It's hard to demonstrate quite how much there is going on at any one time in Guardian Heroes with screenshots – everything moves too quickly and so many enemies pile onto and off the screen in such a short space of time you can never capture the frenzied action of a single level. However we can tell you that Guardian Heroes is stuffed to the gills with things to kill and, thanks to a highly infectious storyline, gives you a very good reason for doing it too.

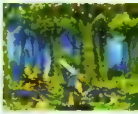
The cartoon-esque sprites, gorgeous animation and vivid use of colour make it almost (but not quite) as enjoyable to watch as it is to play, and it's basically just one of the best games you'll find on the Saturn so far. Easily Game of the Month and no mistake, guvnor.





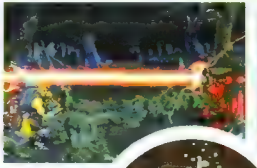


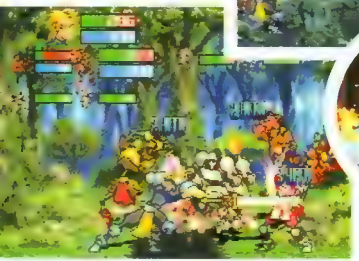


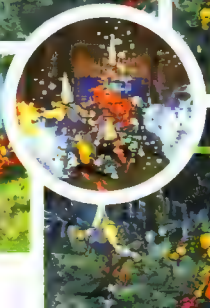




Swords, knights, robots, magic woods – basically, GH's got it all and no mistake!







OUT NOW

THE HORDE

BY: BMG
PRICE: £39.99
RATING: ★★★★

Hey! Strategy games needent be boring - here's The Horde!





You were wondering where mad cow disease comes from? Hmm, ask the short red guy.

Another comedy-focused game hits the shelves this month and like Discworld it takes a Monty-Python slant on life, which kind of explains why the main thread of the game involves nurturing a cow and a square of grass. You get exactly four years to make something of the plot of land and the overall aim is to generate a happy, bustling affluent community. It's sort of like Sim City except that there's little beasties that try to attack you all the time instead of things like volcanoes or earthquakes happening. Each strain of horde has a different ability and as the game progresses they become incredibly hard and attack you at more frequent intervals. Naturally, your defences become much more resilient after a while and you can even employ your pet dragon to give you a hand in the latter stages of the game.

While this won't convert anyone who didn't' already like these kinds of games in the first place, it is a clever slant on the Sim City style play and it's one that works too. If you fancy a bit of strategy without all the dull stuff that comes with it, then this is easily your best bet.

Euro'96

BY: SEGA
PRICE: £41.99
RATING: ★★★★★

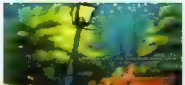


At last, the Saturn has a great footie title to its name. Sure, it's taken a while, but you can now relax in complete footie luxury. In terms of timing, Sega couldn't have got it better – this title is sure to receive loads of attention while the Euro tournament takes place, and luckily, they've got just about everything right with the game. And so they should do too – this was converted from the Playstation Christmas hit, Actua Soccer, and since then, the programmers have taken the title back to the drawing board to make more changes to the gameplay. The result is brilliant – this easily outclasses FIFA on the Saturn, and in addition to the superb gameplay, the game looks great too. There's multi-angled play, tons of bits and pieces to fiddle around with and a really easy play system. If you're into football, there's no two ways about it you absolutely have to buy this game.

Discworld

BY: SEGA/PSYGNOSIS
PRICE: £39.99
RATING: ★★★

Terry Pratchett's Discworld books have always been popular with the anorak contingency, so it's a fairly natural progression for him to turn his talents to a video game. This adventure is another Discworld episode and features the trials and tribulations of Wizard Rincewind who with the help of various objects strewn around the place must go in search of, and slay a dragon. In addition to a script form Pratchett himself there's a star-studded voicepover cast including Eric Idle, John Pertwee and Tony Robinson (Baldrick out of Black Adder).







The game is [played out mainly as an RPG with the emphasis placed on talking to characters and picking objects up, although it's not an RPG like Mystaria where there's huge great battle scenes or anything. It's more story oriented here and mainly focuses around static gameplay scenes with a few moving characters/objects that can be used to firther your adventures. Plus, the emphasis is very much on the humour of the title and in this department, much use has been made of the "stars" employed to do the voiceovers. However, although the voices work very well, the action is sometimes a bit stale and the graphics are a bit poor considering that so much relies on the voices. But if you're a particular fan of Pratchett or you like a more involving play, then this could be up your street.





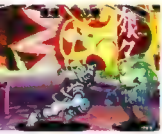
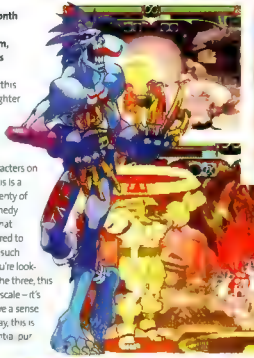
OUT NOW

Night Warriors
Darkstalkers' revenge

BY: VIRGIN
PRICE: £44.99
RATING: ★★★★★

Fighting games continue to hog the limelight, and this month is no exception, as Darkstalkers proves to be another excellent combat title from Capcom. And being from Capcom, it's one of those heavy-on-the-special-moves formulas that's always worked so well for them in the past.

Darkstalkers is no exception but the difference with this coin-op conversion is that instead of superheroes or streetfighter characters, you get a load of cartoony type monsters, which inevitably makes the action pretty slapstick stuff. As is par for the combat course, there's a bizarre theory behind each of the characters, but essentially, the story revolves around hunters and the hunted, so there's a pretty wide variety of characters on offer. As for the gameplay, well, it's all pretty top-notch stuff. This is a pretty much straight conversion from the arcade game with plenty of massive combo potential, spoof supermoves and a general comedy feel about it. There's no doubt that this holds its own when compared to the more serious Capcom titles such as Streetfighter Alpha, and if you're looking to make a choice between the three, this should place very highly on the scale – it's more a case of whether you have a sense of humour or not. But, either way, this is absolutely brilliant and an essential purchase for any combat fan.



It's Darkstalkers and it's another great game that's out now!

Ultimate Mortal Kombat 3

BY: GT INTERACTIVE
PRICE: £44.99
RATING: ★★★★★

Blimey. This series just keeps getting better and better, after the tragedy that was Mortal Kombat II on the Saturn, most MK fans could be forgiven for turning their backs on the title forever, but luckily, this version more than puts the record straight. Actually, this version is even better, because it includes absolutely everything from the arcade version – something that didn't happen in the Playstation version.

Although this doesn't necessarily employ any huge game-breaking technical impressery, what it does offer is coin-op perfect gameplay with more characters than present in the other versions. Plus of course, you get all the ridiculous animalities and babalities that have become something of a trademark for the MK series.

There's no doubt that anyone who's ever bought an MK game will absolutely have to rush out and buy this game, as it's by far the best version yet, and obviously, the only one worth considering on the Saturn. Sure, there's no clever polygon stuff going on and if you want to get picky about it, nothing's really changed much over the years, but then, that's what MK is all about – it's almost like being in the Masons or something. Those looking for a more technically awesome title may find it better to shop around a little more, but for sheer gameplay it doesn't get much better than this.



And for my next trick ladies and gentlemen, I will attempt to transform my underpants into the Eiffel Tower!

SEGA SATURN
PlayStation

Try it before

Rent any latest release for just

OUT NOW

CD FILMS/MUSIC

To play any of these titles, you'll need a **video cd** card, costing £150. See your retailer for more details.

COMPACT disc DIGITAL VIDEO

COMPACT disc DIGITAL AUDIO GRAPHICS

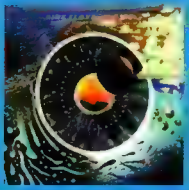
BY PHILIPS PRICE £14.99 RATING **



BY PHILIPS PRICE £14.99 RATING ****



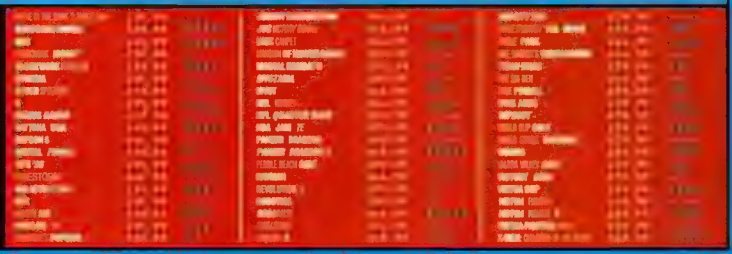
BY PMI PRICE £14.99 RATING ***



BY DDE PRICE £19.99 RATING *



ALSO OUT NOW



you buy it.

£3.49 for three evenings

BLOCKBUSTER VIDEO

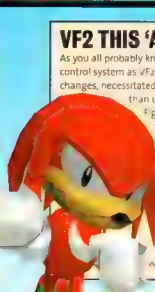
COIN OPERATED

Since the news of Sonic The Fighters first hit the headlines, information has been a bit thin on the ground. That's mainly because it's still in development at AM2's headquarters. But, being the curious and determined types we are, we've managed to get hold of some more info and over the next two pages we introduce you to all the characters and got a taste of their fighting skills.

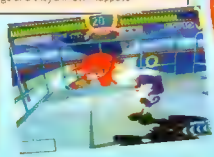
VF2 THIS 'AINT

As you all probably know by now, Sonic The Fighters uses basically the same control system as VF2 (with a joystick and three buttons). But there are some changes, necessitated by the very different fighters in the two games. Rather than using the guard button familiar to VF2 players, Sonic The Fighters has a barrier button instead. The main reason for this is the fact that all of the Sonic characters have stubby little arms, something that makes blocking look too indistinct and confusing. So in its place there's a visually distinct vertical barrier which blocks an opponents attacks and throwing moves. In each match the player can 'project' their barrier five times. Should you suffer an opponents special attack however you lose one of them. If you lose them all you're no longer able to defend and become a bit of a mess really. This might seem a bit strange but AM2 feel that it's more in keeping with the Sonic image and they'd know, I suppose.

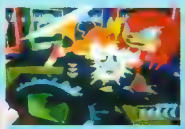
BEATEN





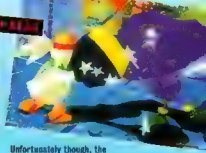






Hey! Leave Espio alone! I dunno, that Knuckles, he's always causing trouble. Been like that ever since he got his own game.

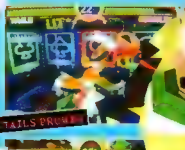




But you never thought ducks could be so hard. But they are, because I saw a few fighting in the park. It was pretty nasty.

Unfortunately though, the Duck's advances are nothing in comparison to the might of a fearsome chameleon. At least I think that's what's going on.







THE RINGS ARE BACK!

Missing those lovable Sonic rings eh? Well don't worry because they turn up in Sonic The Fighters as well. Each time a fighter takes damage, rings are sent flying from their body all over the arena and the health bar moves down a notch or two. The reason AM2 introduced this idea is because they felt it would make it easier for beginners to judge they kind of kicking they're taking rather than pass glances at the health bar every few seconds. It also opens up the possibility of using the rings to restore health or act as additional barriers something that AM2 are exploring at the moment.

Yaay! Kick 'em in Sonic! Put the boot in! Slay that ridiculous character! Er...

But don't hurt Amy Rose!

BLUE!

CHECK OUT THE MOVES!

Prior to its release, AM2 have decided to tease the expectant masses by revealing some of the moves characters can pull off. A lot of them are quite amusing and it's clear that Sonic The Fighters takes a comic look at the art of combat, using some ingenious 3D morphic effects to create some real slapstick fighting routines. There are of course loads of moves which are yet to be discovered and there'll no doubt be more surprises before Sonic Fighters makes it into your local arcade. One thing still to be decided is how to differentiate between the characters when Sonic takes on Sonic. AM2 aren't keen to simply change the colour of one of the characters (who'd want a green Sonic!), so they're going to have to come up with something else. While they think about that, why don't you check out some of the moves you can expect.

I haven't seen any pictures of him before. He looks like a sort of baddie version of Tails. Perhaps it's his evil half-brother.

ON THE FENCE

You'll notice from the screenshots that all of the arenas in Sonic The Fighters have fences of one kind or another. You may well think that this makes it similar to Fighting Vipers and in some respects it does. However, AM2 are working to make these perimeter walls useful in terms of avoiding attack (by climbing them) and plan to introduce a whole range of techniques utilising the perimeter fence. You can see one of them already in the shape of Sonic's use of the ropes in the Green Hill Zone arena.

THE BOSSES

Like all one-on-one fighting game Sonic The Fighters comes with that all important bosses to take on once you've pummelled all computer opposition. First up is Metal Sonic, the mid-level boss created by 'Dr Eggman' and who takes on the role of Sonic's arch-enemy. Should you succeed in overcoming him it's time to face Dr Eggman himself, evil genius and the game's final boss. Unfortunately we haven't got any pictures of either of these yet but as soon as we do you'll be the first to know.

DEAD OR ALIVE

デッドオアアライブ



TECMO IN A GOOD GAME SHOCKER!!!

What is this?! Is it true that Tecmo, the creators of the playable, yet ultimately shallow World Cup '90, have the next VF of the arcades? It seems that way If preliminary reports are anything to go by – and the game's only 50% complete. Let us take you further into the Tecmo zone....



BASIC GAMING JAPERIES

This is the first time that Sega have allowed a third party developer to make use of their world famous Model 2 board, and the resulting graphics in Dead or Alive are nothing short of stunning. Our overseas editor went to see Tecmo at their Japanese offices and found that AM2, the producers of the Model 2 board, have no say in how the board will be used by Tecmo, so any jibes about Dead or Alive being just another VF clone are just not true. As with most 3D games, Tecmo used computer aided motion capture to make the characters' actions as realistic as possible. Several stunt men and at least one famous Japanese actor auditioned to get the parts, and it has paid off really well in terms of character movement!



EXPLOSIVE BOUNDARIES

We've had ring outs and no boundaries fighting, but in DOA, there's a fighting ring with explosives set around the confines of the arena. Should you get pushed into one of these danger areas, prepare to take high damage in the form of huge limb-tearing explosions! As long as no cheap ring outs can be executed, this unique feature is sure to be a great addition to the beat 'em up formula.

As we already mentioned, Dead or Alive is a Model 2 game, and that can only mean one thing for Saturn owners - a conversion is on the books! The game is not due to make its debut until this summer, but Sega and Tecmo are confident enough that the game will have a pretty big following when it's finally released, and consequently, a Saturn conversion is already being planned. Hopefully we'll be able to bring you more on this one next month.

I'M A CONTROL FREAK!

So what makes this game unique compared to the other 3D giants like the legendary VF and Fighting Vipers? Well, rather than jump on the VF band wagon and opt for the simple punch, kick, and guard button, Tecmo have chosen to have a three button control of punch, kick, and HOLD! Areee! What will life be like without the now standard block button? For a start, conventional blocking is out of the window, along with it the defensive/passive game of old. Instead, Dead or Alive offers a game where there's action all the time – as pressing the hold button when an opponent attacks results in your fighter grabbing the assailant's limbs. And, after much skilful button pressing, sinew tearing and grappling, the standard fight will be resumed. Unless that is, your opponent reverses the hold and does it back on you! So, the action will be extremely intense, adding to the VF formula of floating attacks along with Tekken-esque multi hold attacks.



So they reckon this isn't a rip off of Virtua Fighter? Well, you could have fooled me.







DOA © Tecmo 1995

get more from your SATURN

bigger faster more

better more

action replay

puts the power in your hands

- live longer, punch harder, run faster, jump higher
- hundreds of built-in cheats for the latest blockbusters (and the best of the rest)
- Built-in 2 Megs of game save memory..... 4 times the size of standard memory
- optional PC link-up for the ultimate hacker
- add more cheats as new games are released

Saturn version £54.99



Available from selected branches of:
HMV GAME BEATTIES
or direct from
Datel Direct, Govan Road, Fenton, Stoke-on-Trent ST42RS.
Tel: 01782 744707. Fax: 01782 744292. Website and Email HTTP://WWW.DATEL.CO.UK.
Allow £2.00 p+p.

SATURN IS A TRADEMARK OF SEGA ENTERPRISES LTD.

next Month

It's shaping up into a real summer of sport, what with Euro '96 and, of course, the Olympics in Atlanta. Taking in the flavour of the latter, next month sees some extensive coverage of **DECATHLETE**, Sega's all-new athletics sim.



You can also expect to see **EXCLUSIVE** reviews of **NiGHTS** and **VIRTUA FIGHTER KIDS**, loads more on **BUG TOO!** and **ALIEN TRILOGY**, plus all the regulars that fill out Saturn Mag's distinguished and portly frame.

BUG TOO!

So, until the August issue games guzzlers, stay mellow!

ISSUE 10 GOES ON SALE JULY 20TH!
RESERVE YOUR COPY PRONTO!

Bonjour News Vender!
I stand in awe of that exemplary publication they call **SEGA SATURN MAGAZINE**. Would you do me the kind favour of reserving a copy I may read at leisure. A thousand thanks, and may the tills in your fine establishment keep ringing!

NAME _____

ADDRESS _____

CREDITS

Editor: Sam Hickman
Art Editor: Dave Kelsall
Deputy Editor: Rob Bright
Features Editor: Rad Automatic
Junior Designer: Bung Fight Man
Managing Editor: Richard Leadbetter

Contributors: Ed Lomas, David Hodgson, Yas Hunter
Japanese Liaison: Warren Harrod

Advertising Manager: Marie Lawlor
Deputy Ad Manager: Chris Perera
Systems Manager: Sarah-Jane Leavey
Systems & production co-ordinator: Sarah Best
Product Manager: Tina Hicks
Promotions Manager: Saul Leese
Marketing Manager: Alex Gorman
Publisher: Andy McVittie

SPECIAL THANKS TO: Jason Moore, M.Yates & mega thanks to Jon Sloan

SPECIAL NO THANKS: United Airlines

SEGA LIAISON: Mark Maslowicz

EDITORIAL TURBOT:
Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.
Telephone: (0171) 972 6700
Fax: (0171) 972 6701
SUBSCRIPTION ENQUIRIES: (0858) 468888
SUBSCRIPTION RATES INC P&P
UK: £27.00
SURFACE MAIL: £40.00
AIRMAIL EUROPE: £44
AIRMAIL ZONE 1: £60.00
EIRE: £44.00

DISTRIBUTION: BBC FRONTLINE
PRINTING: COOPER CLEGG AND SPOTTYSWOODE BALLANTYNE

Sega Saturn Magazine is an official licence, however the views expressed in this magazine are not necessarily those of the publishers or of Sega,

Although we take great care in ensuring the accuracy of the information contained in this magazine, the publishers cannot be held responsible for omissions and errors that may occur.

Copyright 1995 EMAP Images/Sega. Reproduction in whole or part without prior written consent from the publishers is strictly prohibited.

Sega Saturn, Megadrive, Game Gear, Master System 32X and Mega-CD are trademarks of Sega Enterprises Ltd.

COMPETITION RULES
EMAP Images and Sega staff and their families are prohibited from entering any Sega Saturn magazine competition. The editor's decision is final and no correspondence will be entered into.

We regret that we cannot answer enquiries personally.

SEGA SATURN MAGAZINE USE
DOLBY SURROUND
TO TEST ALL SOFTWARE

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

THESE HAVE MADE US ONE OF THE LARGEST SUPPLIERS OF COMPUTER GAMES IN THE COUNTRY!!

OUT OF THIS WORLD SATURN PACKS AT DOWN TO EARTH PRICES!!!



PRICES INCLUDE **FREE NEXT DAY DELIVERY** TO MOST AREAS IN THE UK (SUBJECT TO STOCK)

We only sell genuine UK machines, not European imports. All machines are fully guaranteed for 12 months by Sega and we offer full after sales support. If your machine develops a fault we will **COLLECT IT FROM YOUR DOOR FREE OF CHARGE**

VIRTUAL WRITE-OFF SATURN & SEGA RALLY	£272.99
VIRTUAL DEATH SATURN & VIRTUA FIGHTER 2	£259.99
VIRTUAL SPEED SATURN & DAYTONA	£249.99
VIRTUAL HEAVEN SATURN & PANZER DRAGOON	£247.99
VIRTUAL ECSTASY SATURN & SEGA RALLY & VIRTUA FIGHTER 2 &VIRTUA COP	£337.99
VIRTUAL BOREDOM SATURN WITH NO GAME	£229.99
BUY AN RF LEAD AT THE SAME TIME AS A SATURN FOR JUST	£10.99
BUY A SECOND PAD AT THE SAME TIME AS A SATURN FOR JUST	£12.99

COMING SOON ON THE SATURN



SPACE HULK DUE JULY



3D LEMMINGS DUE JULY



NIGHT WARRIORS DUE AUGUST



DIE HARD TRILOGY DUE AUGUST



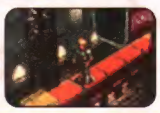
DISCWORLD DUE AUGUST



DUNGEON KEEPER DUE AUGUST



NEED FOR SPEED DUE JULY



DARK SAVIOUR DUE OCTOBER

SATURN RELEASE LIST

FOLLOWING IS A LIST OF *PROVISIONAL* RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

BAKU BAKU ANIMAL	JULY
BLAMI MACHINEHEAD	MID JUNE
DAWN OF DARKNESS	21ST JUNE
DEADLY SKIES	JUNE
DESTRUCTION DERBY	AUGUST
DOOM	SEPTEMBER
GUARDIAN HEROES	MID JUNE
HEXEN	AUGUST
LEGEND OF THOR	EARLY JUNE
LOADED	JUNE
MORTAL KOMBAT 3	END MAY
NEED FOR SPEED	5TH JULY
ROAD RASH	28TH JUNE
SHINING WISDOM	MID JUNE
SHOCKWAVE ASSAULT	14TH JUNE
SPYCRAFT	AUGUST
TUNNEL B1	28TH JUNE
VIPER	28TH JUNE
WATERWORLD	28TH JUNE

SATURN GAMES



D



FI CHAMPIONSHIP



GEX



GUARDIAN HEROES

ALONE IN THE DARK 2	£36.99
BLAM! MACHINEHEAD	£37.99
BUG	£36.99
CHAOS CONTROL	£36.99
CLOCKWORK KNIGHT 2	£32.99
CYBERIA	£CALL
D	£39.99
DARIUS GAIDEN	£36.99
DAYTONA RACING	**£24.99**
DEADLY SKIES	£39.99
DEFCON 5	£32.99
DIGITAL PINBALL	£32.99
DOOM	£32.99
EURO '96 SOCCER	£43.99
FI CHALLENGE	£36.99



HI OCTANE



LEGEND OF THOR



MAGIC CARPET



MYSTARIA

FIFA SOCCER '96	£25.99
GALACTIC ATTACK	£27.99
GEX	£37.99
GOLDEN AXE - THE DUEL	£33.99



PANZER DRAGOON ZWEI



ROAD RASH



SEGA RALLY



SHINING WISDOM

GUARDIAN HEROES	£33.99
HANG ON	£36.99
HI OCTANE	£36.99
LEGEND OF THOR	£CALL
LOADED	**£37.99**
MAGIC CARPET	£35.99
MANSION OF HIDDEN SOULS	£36.99
MLBPA 3D BASKETBALL	£35.99
MORTAL KOMBAT 2	£36.99
MORTAL KOMBAT 3	£CALL
MYST	£36.99
MYSTARIA REALMS OF LORE	£33.99
NBA JAM TOURNAMENT EDITION	£40.99
NEED FOR SPEED	£35.99
NFL QUARTERBACK CLUB '96	£36.99
NHL HOCKEY	£36.99



SIM CITY 2000



STREETFIGHTER ALPHA



THEME PARK



TRUE PINBALL

NIGHT WARRIORS: DARK STALKERS REVENGE	£CALL
OFF WORLD INTERCEPTOR	£27.99
PANZER DRAGOON	**£22.99**
PANZER DRAGOON 2	£36.99
PARODIUS	£38.99
PEBBLE BEACH GOLF	£36.99
POWERPLAY HOCKEY	£36.99
PRIMAL RAGE	£33.99
RAYMAN	£36.99
RETURN TO ZORK	£36.99
RISE 2 - THE RESURRECTION	£36.99
ROAD RASH	£36.99
ROBOTICA	£31.99
SCOTTISH OPEN - VIRTUAL GOLF	£CALL
SEGA RALLY	**£43.99**
SHELL SHOCK	£36.99
SHINING WISDOM	£36.99
SHINOBI X	£32.99
SHOCKWAVE ASSAULT	£36.99
SIM CITY 2000	**£36.99**
STARFIGHER 3000	£36.99



TOH SHIN DEN



ULTIMATE MORTAL KOMBAT 3

STREETFIGHTER ALPHA	**£33.99**
THE HORDE	£31.99
THEME PARK	£35.99
THUNDERHAWK 2	£36.99
TILT	£32.99
TITAN WARS	£37.99
TOH SHIN DEN	£32.99

TRUE PINBALL	£35.99
VALORA VALLEY GOLF	£36.99
VAMPIRE HUNTER	£CALL
VICTORY BOXING (JVC)	£39.99
VIRTUA COP + LIGHT GUN	£52.99
VIRTUA COP (NO GUN)	£36.99
VIRTUA FIGHTER 2	**£36.99**
VIRTUA FIGHTER REMIX	£21.99
VIRTUA RACING	£31.99
WING ARMS	£37.99
WIPEOUT	**£29.99**
WORLD CUP GOLF PRO EDITION	£34.99
WORLD SERIES BASEBALL	£38.99
WORMS	£34.99
X MEN - CHILDREN OF THE ATOM	**£36.99**



VIRTUA COP



WIPEOUT



X-MEN

SATURN TOP TEN

1. XMEN
2. PANZER DRAGOON 2
3. WIPEOUT
4. DAYTONA USA
5. SEGA RALLY
6. EURO '96
7. VIRTUA COP & GUN
8. VALORA VALLEY GOLF
9. FIFA '96
10. F1 CHALLENGE

COMPILED FROM GAMEPLAY SALES 1/5/96-21/5/96

ACCESSORIES





OFFICIAL SEGA SATURN CONTROL PAD



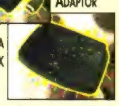
QUANTUM JOYPAD



MULTI-PLAYER ADAPTOR



ARCADE RACER STEERING WHEEL



VIRTUA STICK

PHASE 9 ODYSSEY JOYPAD
8 BUTTONS WITH TURBO-FIRE, AUTO-FIRE AND SLOW MOTION. NEW CHUNKY "SEGA-STYLE" DESIGN..... £16.99

QUANTUM JOYPAD - 8 BUTTONS WITH INDEPENDANT TURBO FIRE, AUTO-FIRE & SLOW MOTION	£15.99
OFFICIAL SEGA SATURN CONTROL PAD	£19.99
VIRTUA STICK - 8 BUTTON FIGHTER STICK WITH TURBO/AUTO FIRE	£38.99
ARCADE RACER STEERING WHEEL - IDEAL FOR RACING & FUGHT GAMES E.G. SEGA RALLY, DAYTONA, WING ARMS	£48.99
MULTI-PLAYER ADAPTOR - ALLOWS UP TO 6 JOYPADS TO BE CONNECTED FOR MULTI-PLAYER GAMES	£28.99
MEMORY CARTRIDGE (512K)	£37.99
RF UNIT (SATURN COMES WITH JUST SCART CABLE)	£16.99
MPEG CARTRIDGE - ALLOWS YOU TO PLAY VIDEO CD'S ON YOUR SATURN	£159.99
PHOTO CD CARTRIDGE	£18.99



LIGHT GUN (FOR VIRTUA COP) £24.99

32X

CHAOTIX	£22.99
DOOM	£22.99
FIFA '96	**£22.99**
METAL HEAD	£27.99
MORTAL KOMBAT 2	£14.99
NBA JAM TOURNAMENT EDITION	£14.99
NFL QUARTERBACK CLUB	£17.99
STAR WARS	£24.99
STELLAR ASSAULT	£29.99
TOUGHMAN BOXING	**£7.99**
VIRTUA FIGHTER	**£22.99**
VIRTUA RACING	£22.99

MEGADRIVE

BRIAN LARA CRICKET '96	£36.99
COOL SPOT GOES TO HOLLYWOOD	**£29.99**
DRAGON'S REVENGE	£19.99
EARTHWORM JIM 2	£36.99
FIFA SOCCER '96	£35.99
KAWASAKI SUPERBIKES	£22.99
LIGHT CRUSADER	£39.99
MEGA GAMES 1 - WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON	£19.99
MICRO MACHINES 2 '96	£35.99
MORTAL KOMBAT 3	£47.99
NBA LIVE '96	£36.99
NFL MADDEN '96	£36.99
NHL HOCKEY '95	£20.99
NHL HOCKEY '96	£36.99
PAPERBOY	£19.99
PETE SAMPRAS TENNIS '96	£29.99
PGA GOLF TOUR '96	£36.99
PITFALL	£20.99
PRIMAL RAGE	£21.99
RISTAR	£22.99
SAMURAI SHOWDOWN	£29.99
SHINING FORCE	£26.99
SONIC 2	£19.99
STREET RACER	£29.99
SUPER SKID MARKS	£35.99
THEME PARK	£36.99
TOY STORY	£35.99
VIRTUA RACING	£32.99
WORMS	£33.99

GAME GEAR

COLUMNS	**£7.99**
ERNIE ELS GOLF	£15.99
EARTHWORM JIM	£22.99
FIFA SOCCER '96	£26.99
JUNGLE STRIKE	£27.99
JURASSIC PARK	£16.99
MORTAL KOMBAT	**£13.99**
NFL QUARTERBACK CLUB	£13.99
PETE SAMPRAS TENNIS	£13.99

SONY PLAYSTATION



FULL RANGE OF GAMES AND ACCESSORIES AVAILABLE AT BRITAIN'S LOWEST PRICES. PLEASE CALL

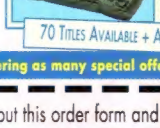
£276.99

ACTUA SOCCER	£34.99
ALIEN TRILOGY	£34.99
DOOM	£35.99
NEED FOR SPEED	£35.99
TRUE PINBALL	£33.99

MEGA CD

MEGA CD 2 + ETERNAL CHAMPIONS	£114.99
BATTLECORPS	£12.99
BRUTAL	£19.99
EARTHWORM JIM	£25.99
ECCO 2	£13.99
ETERNAL CHAMPIONS	£19.99
FINAL FIGHT	£14.99
SHINING FORCE	**£24.99**
SLAM CITY	£24.99
SONIC CD	£19.99
SOUL STAR	**£12.99**
THEME PARK	**£33.99**
THUNDERHAWK	£17.99
TOMCAT ALLEY	£14.99

ATARI LYNX II



Lynx & 1 Game	£6.99
Lynx (no game)	£0.99
Mains Adaptor	£11.99
Checkered Flag	£24.99
Chess	£4.99
Desert Strike	£19.99
Pinball Jam	£12.99

70 TITLES AVAILABLE + ACCESORIES - **CALL!!**

SO, LIKE, WHAT'S THE POINT OF THIS LIKE, FREE CATALOGUE THEN?

Well, it's got news, reviews, competitions, free gifts, puzzles, letters, new releases, cheats, charts and more stuff like that. And it's FREE!

SO WHAT THE HELL ELSE DO YOU WANT?

GET YER GAMEPLAY CATALOGUE HERE. JUST ASK WHEN ORDERING.

FREE MEMBERSHIP-All Prices include VAT.

01924 473157 SALES HOTLINES OPEN SEVEN DAYS A WEEK

- LINES OPEN 9AM-8PM MON-FRI, 10AM-7PM SAT, 10.AM-4PM SUN. ANSWERPHONE ALL OTHER TIMES.
- ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION).
- NO QUIBBLE RETURN POLICY - IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MIN £4), WE WILL SWOP IT FOR ANOTHER ITEM. (THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS AND EXCLUDES ITEMS BOUGHT TO ORDER).

FAX ORDERS ON - 01924 420060 (24 HOURS A DAY)

- ORDER WITH CONFIDENCE FROM ONE OF THE LARGEST DISTRIBUTORS IN THE COUNTRY - OVER 500,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- WE PROVIDE ONE OF THE FASTEST DELIVERY SERVICES AROUND, 2-3 WORKING DAYS MAXIMUM ON GAMES, NEXT WORKING DAY ON MACHINES. *(PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE & CALL TO CHECK AVAILABILITY BEFORE ORDERING)*
- 1ST CLASS DELIVERY FREE OF CHARGE U.K. MAINLAND. OPTIONAL NEXT DAY DELIVERY £4.00. PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.
- 1000'S OF TITLES AVAILABLE. IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL MACHINES.

Please ring to confirm availability before ordering as many special offers are limited stock & some games may not yet have been released.

GAMEplay

Cut out this order form and post to : **GAMEPLAY, 513 BRADFORD ROAD, BATLEY, W. YORKSHIRE WF17 8LL.**

NAME:..... CUSTOMER NO:.....

ADDRESS:.....

.....

POSTCODE:..... SIGNATURE:.....

TEL:..... FAX:.....

ITEM	FORMAT	PRICE
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Postage is **FREE** for all orders shipped within the U.K. Overseas postage - £2.50 per software item. Optional NEXT DAY DELIVERY available for £4.00. Please order before 3pm to ensure immediate despatch.

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ Access VISA DELTA SWITCH

Cheques payable to 'Gameplay'. Prices correct at time of going to press. E & OE.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ SWITCH ONLY

SA3(7)


WWF
WRESTLEMANIA
FRANK THOMAS
BIG HURT
sports stimulation for summer!
AVAILIBLE JUNE '96
STRIKER 96
virtual open Tennis
Acclaim
entertainment, ltd.
SEGA SATURN



Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.

Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.

People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at http://www.retromags.com

We are only interested in preserving classic magazines
that are at least 5 years out of print.

We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!

Thank You and ENJOY!

